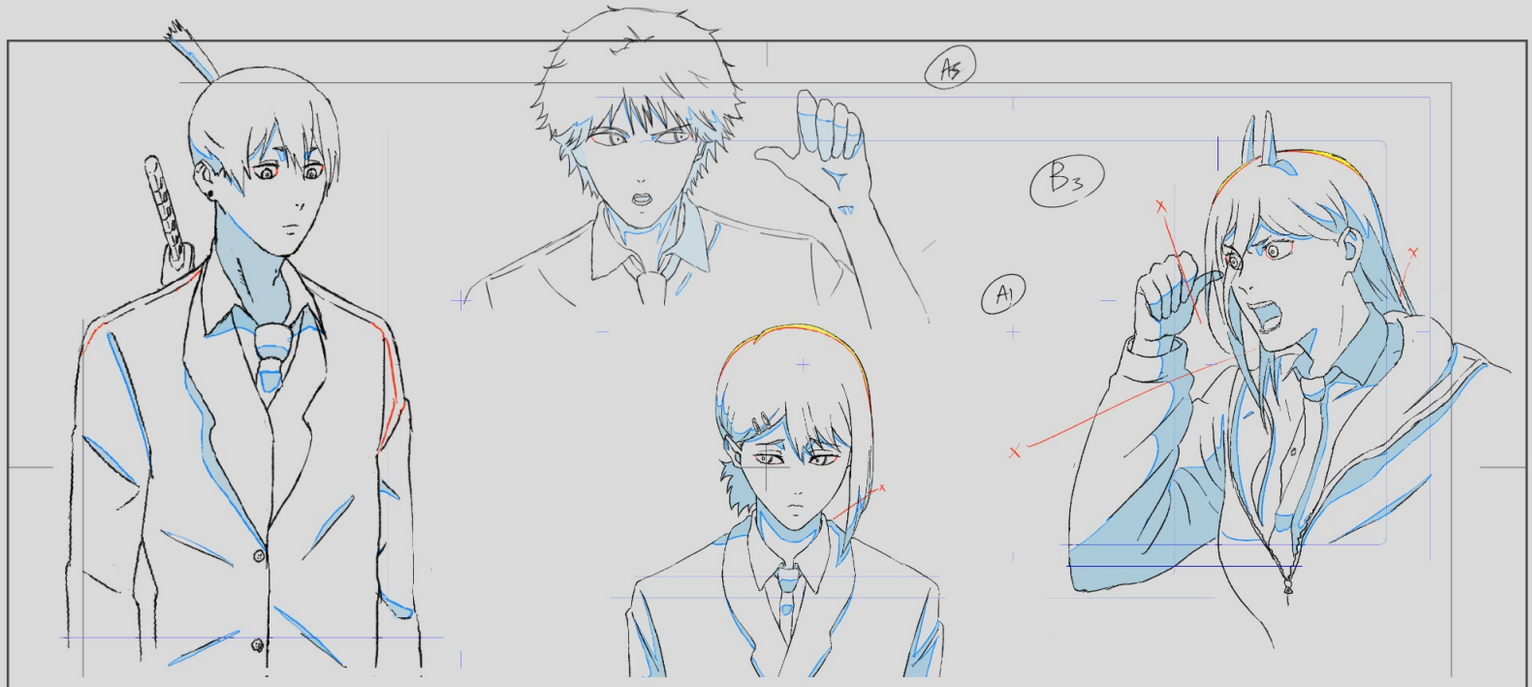
#. C. TIME (+)



WebGen +254

CHAINSAW MAN FAN ANIMATION PRODUCTION BOOK

100F

Scan Frame

Script
4

Storyboards
5-8

Key Animation
9-24

Inbetweens Corrections
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Sound
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Illustrations
31-34

"The main goal of this project was to teach or share my knowledge on the japanese animation production pipeline trying to place different people based on their strengths on certain roles.
It was never my intention to have a "finished" project since teaching and managing a staff was my main goal.That is why we did not do clean-up or coloring"

"Though my knowledge on anime production is not the most accurate, I tried to convey what I knew with the highest accuracy I can, bear with me"'

SCRIPT DRAFT

Exterior abandonded building

Police barricades and yellow tape barriers surround the existing building

Some senior hunters are seen taking with the police over a devil sighting

Denji: I bet I can kill the devil before yah!

Power: Oh yeah, you wanna go against the supreme leader of killing, TRY ME!

As soon as they run towards the entrance, a voice

Aki : Hold on, you fucking idiots, Kobeni is supposed to join, direct rules from Makima

Denji and power seem a bit tense at the mention of Makima's name

Power: I guess more people to witness my awesomeness doesn't sound so bad

Denji: Yeah... When I win.

Aki tries to grab a smoke when he hears his name from a distance

A figure runs towards the scene

Kobeni (in a frail voice as tears and sweat profusely drip from her face) : Sorry, had a family matter!

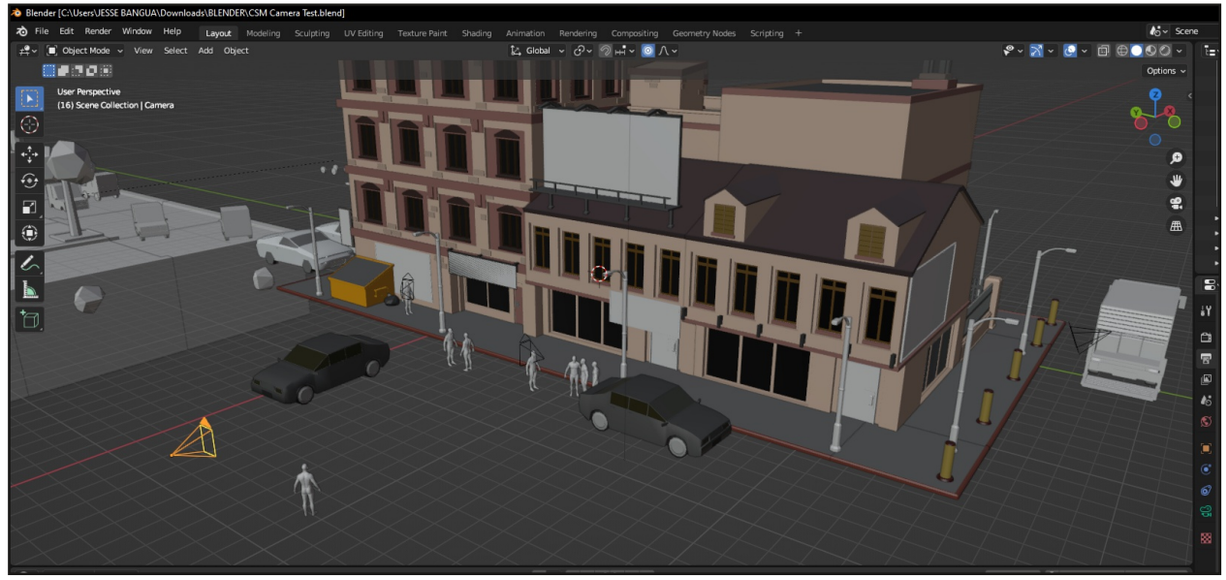
Aki: All right, we got clearance, let's move in.

"The original idea of the story was a scenario showing the devil hunters being briefed before advancing into a house that had a demon sighting.

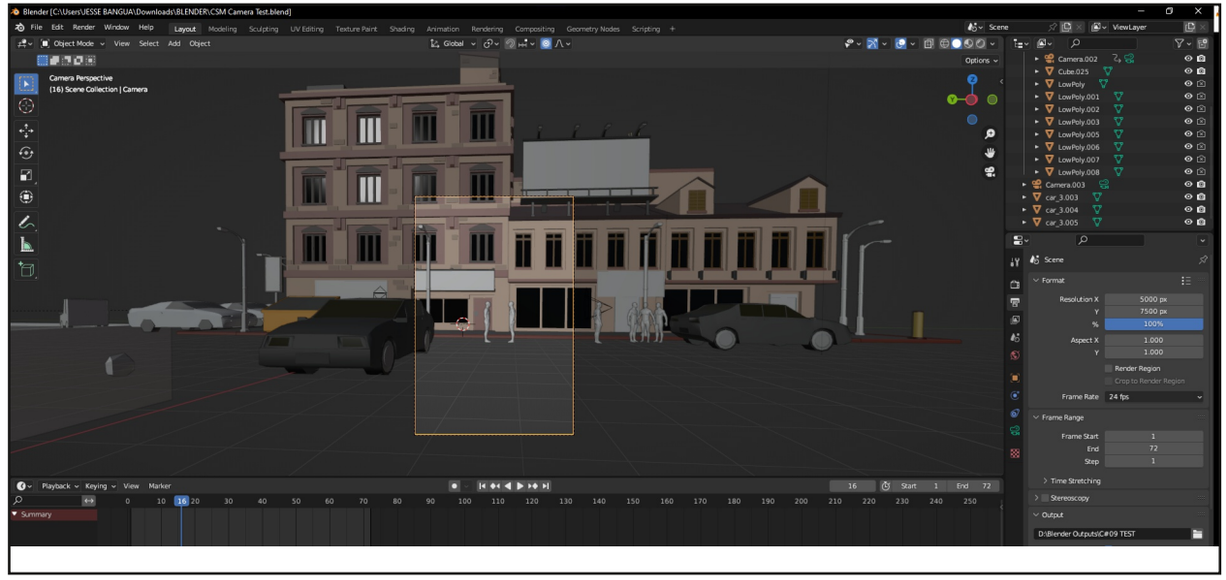
I incorporated the characters mannerism in the way the talk and how they act. I believe this always results to good dialogue though overdoing it can result in 'tropy' dialogue"

"But as you will see alot of the original story changed to something that had to economize on the little time and people that were available, I underestimated the scope of the project, a usual bad habit of mine, i will strive to improve though!
I intially wanted to have a shot with Makima but since the story changed, I had to scrap it to use fewer number of characters who I thought would be cool to have : Denji, Power, Aki and Kobeni."

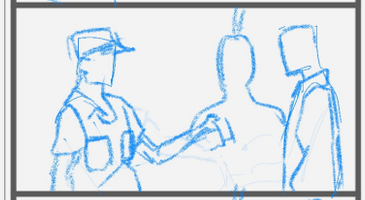
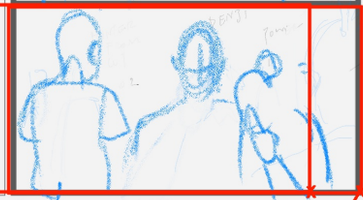
"I spent a considerable amount of time settng up the 3D backgrouund to use it in the few shots mostly as rendered PNGs as I did not want to draw them from scatch.
If only I knew how to do boards on blender, then I would have been able to execute the ambition I had for this project."


Blender [C:\Users\JESSE BANGUA\Downloads\BLENDER\CSM Camera Test.blend]
File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Object Mode View Select Add Object
Global
Scene
Options
User Perspective
(16) Scene Collection | Camera

"I tried playing with different camera angles and lenses to have interesting compositions that were still managable. It was fun!"



PRODUCTION TITLE: SCENE: PAGE NUMBER:

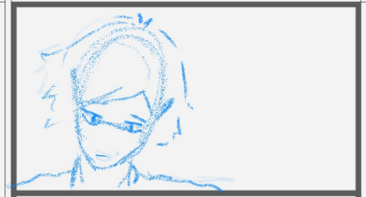
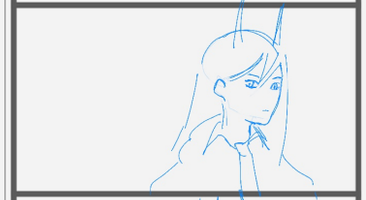
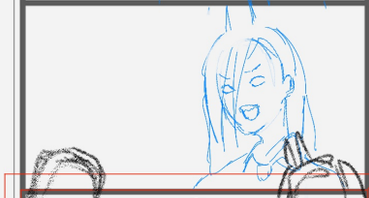
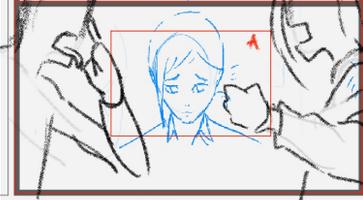
CUTS	PICTURE	ACTION	DIALOGUE	TIME
01		EXTERIOR RESIDENTIAL HOUSE	MUMBLING of COPS	5+00
02		OFFICER REACHES FOR PHOTO IN POCKET	THIS IS THE VICTIM.	3+12
03		POLICE showing AKI AND THE SENIOR HUNTER THE PHOTO	HE'S PROBABLY TURNED INTO A FIEND. DO YOU NEED ANY BACK-UP	7+00
04		THEY LOOK TOWARDS	NO NEED HE'S GOT HIS TEAM READY	
94		FAMILY OF VICTIM IS SOBBING & POLICE TRIES TO CONSOLE THEM		2+00

Frame aspect ratio =1:1.85

POLICE

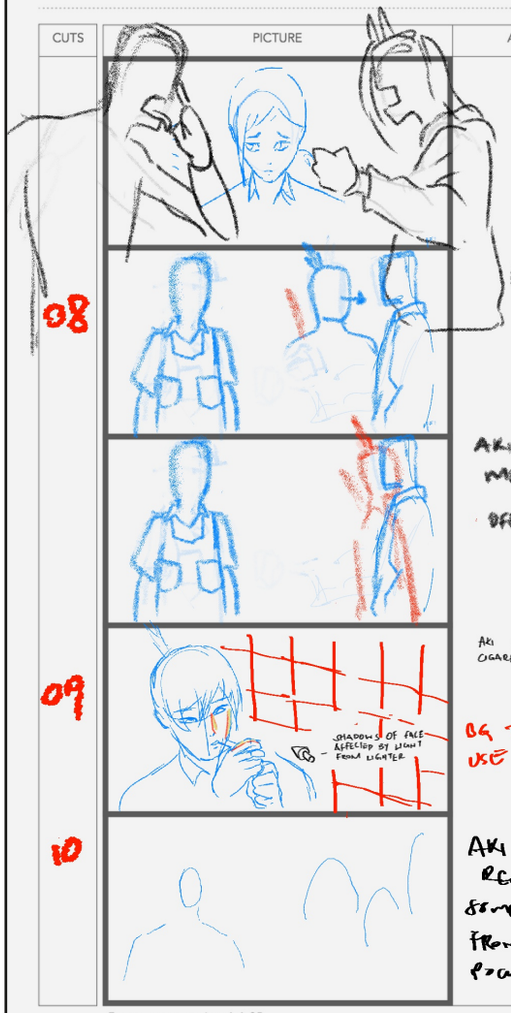
B & A PAN

PRODUCTION TITLE: SCENE: PAGE NUMBER:

CUTS	PICTURE	ACTION	DIALOGUE	TIME
05		DENJI GAZES AT POWER	GAZE	1+12
			POWER....	1+12
04		POWER IS IGNORING DENJI	I BET I'LL KILL THAT DEVIL BEFORE YOU	2+18
			HA, YOU WISH, I AM THE SUPREME LEADER OF DEVILS	6+12
07		CAMERA IS INTIALLY POS. A THEN HARD CUTS TO POSITION B AND SLOWLY ZOOMS OUT TO POS. C	POWER THEY FEAR MY PRESENCE DENJI: PROBABLY BECAUSE YOU STINK...	2+12

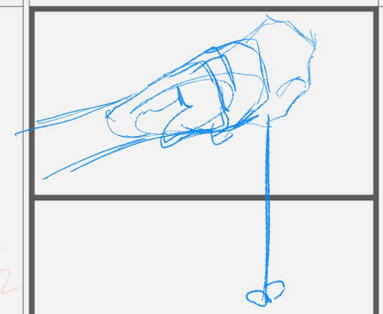
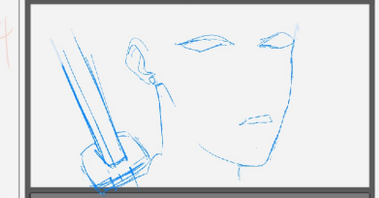
Frame aspect ratio =1:1.85

PRODUCTION TITLE: SCENE: PAGE NUMBER:

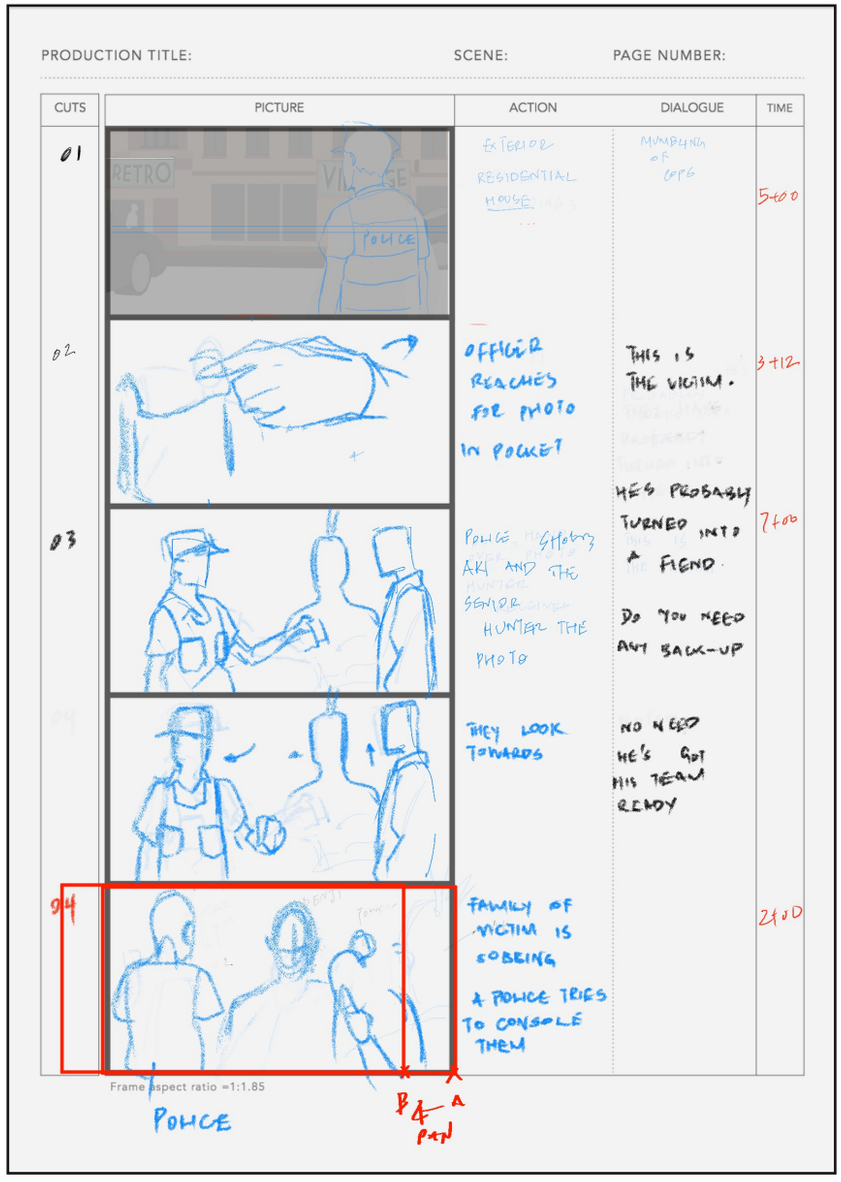
CUTS	PICTURE	ACTION	DIALOGUE	TIME
08		KOBENI'S EYES FOLLOW WHOSE TAKING		1+18
		EXCUSE ME		4+12
		AKI MOVES OFFSCREEN		
09		AKI LIGHTS A CIGARETTE	DENJI N POWER STILL ARGUING IN THE BG.	3+00
		BG TRACK USE 38		
10		AKI REMOVES SOMETHING FROM HIS POCKET		1+6

Frame aspect ratio =1:1.85

PRODUCTION TITLE: SCENE: PAGE NUMBER:

CUTS	PICTURE	ACTION	DIALOGUE	TIME
11			THE DEVIL INSIDE HAS A PIECE OF THE GUN DEVIL	5+12
12			THE ATTRACTION IS STRONGER THAN USUAL SO ITS A POWERFUL DEVIL.	
12 13		SHE IS SURPRISED BY AKI CALLING HER NAME SHES SCARED OF ALOT OF STUFF	KOBENI,	0+18
13 14			YOURE WITH ME	2+12
14			DENJI, YOURE WITH POWER	

Frame aspect ratio =1:1.85



"I made shots simple to minimize animation since we were a three man team and limited on time. This is how majority of anime shows are made; maximization on the important parts while keeping stuff simple!

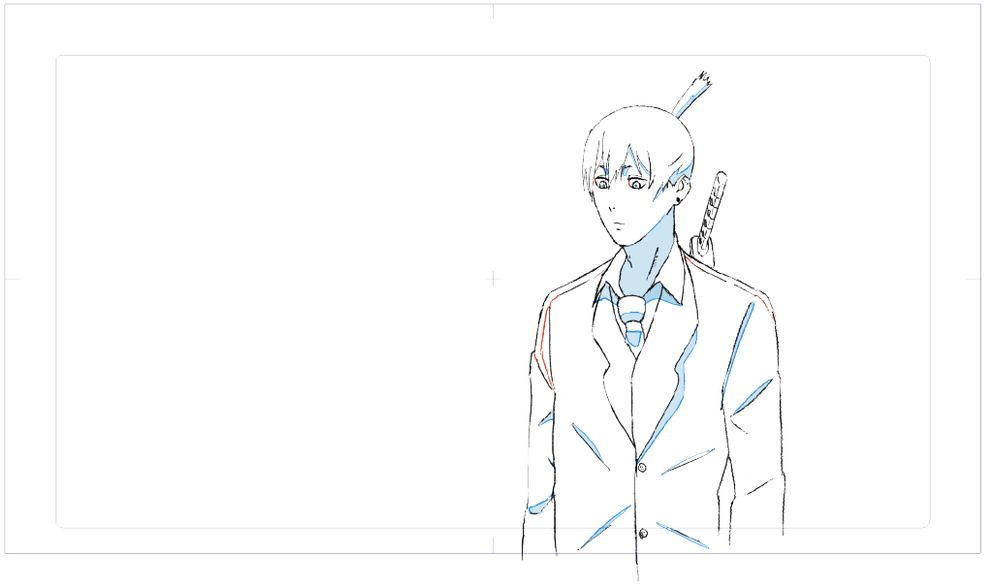
The boards are pretty self explanatory with each column having information on the important parts of each cut :cut number, dialogue, and the timing of each cut which is recorded in seconds and frames.

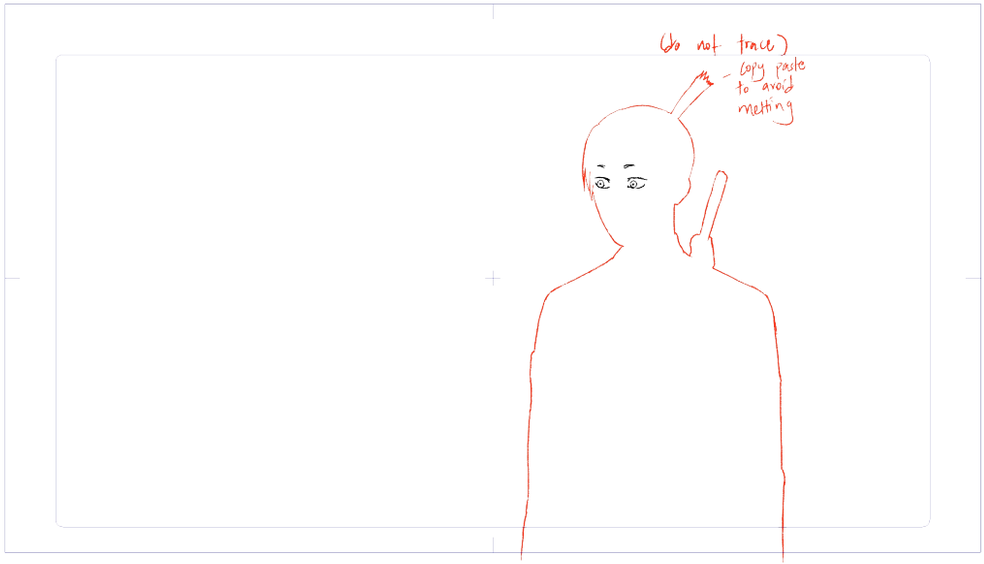
For this project, the boards were rough since I was the main key animmator but they are usually refined making them easier to understand for the production team."

"Usually boards also have background layouts and perspective grids to help during key animation but I was a bit strained doing the 3D BG design so I decided to go with the
"F*ck it will do it in compositing" mentality which is wrong.

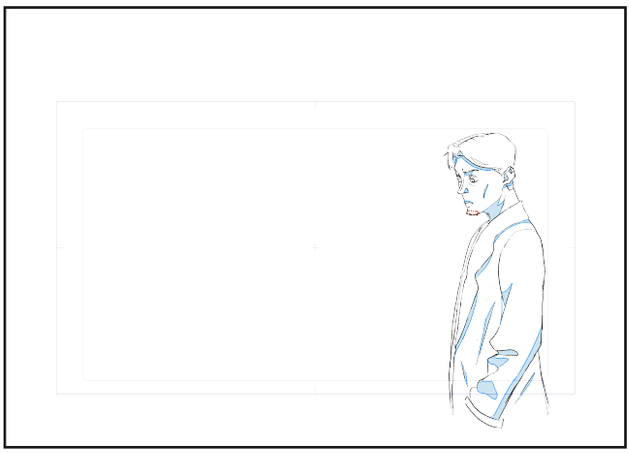
I was also the only key animator so I just coped by telling myself that
"Everything will be fiine"
Trust me it was not. It was Yabai!"

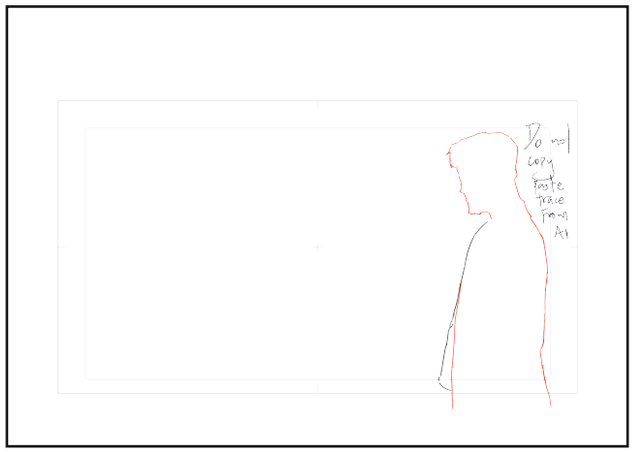
CUT#03 CEL A

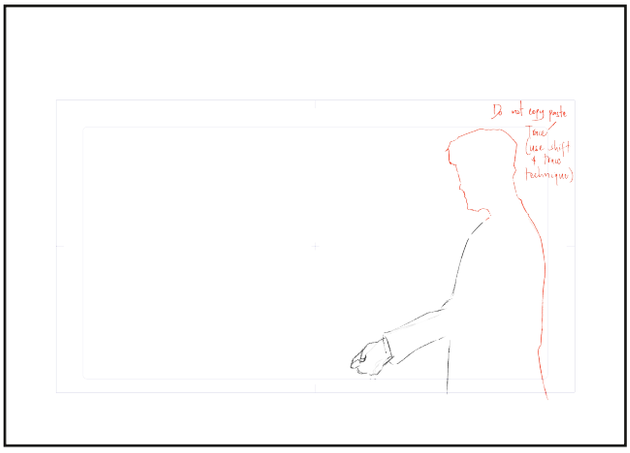


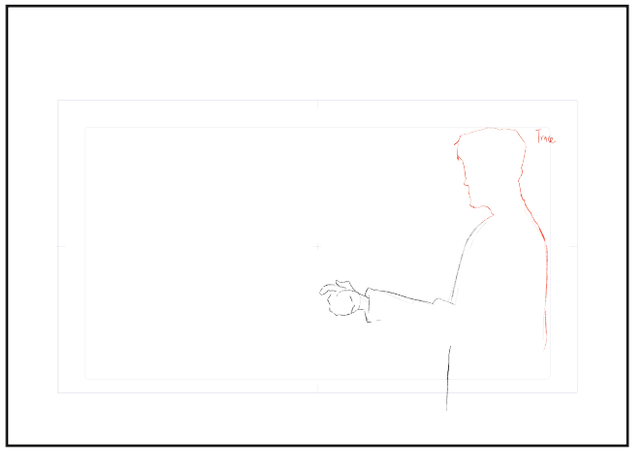


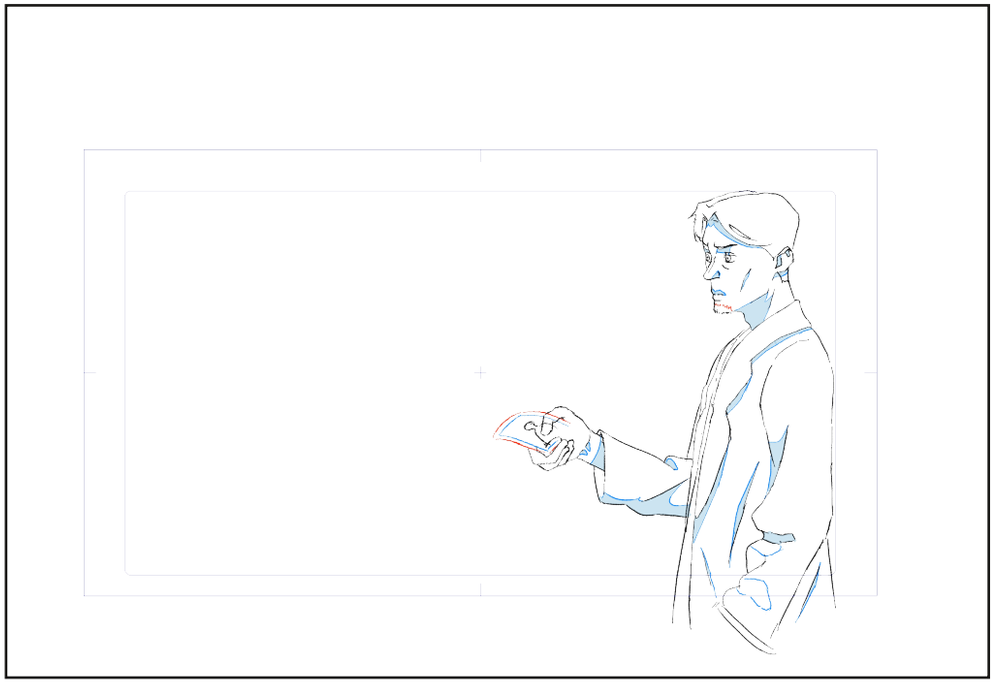
CUT#03 CEL B



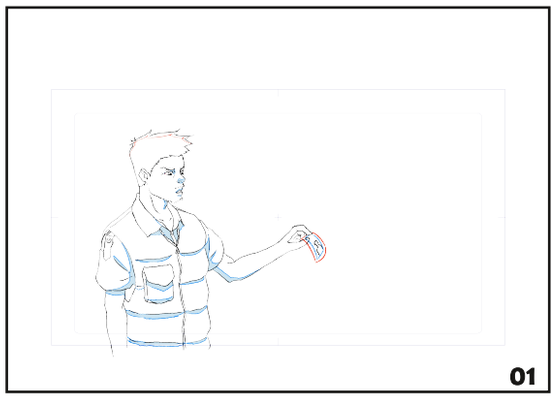








CUT#03 CEL C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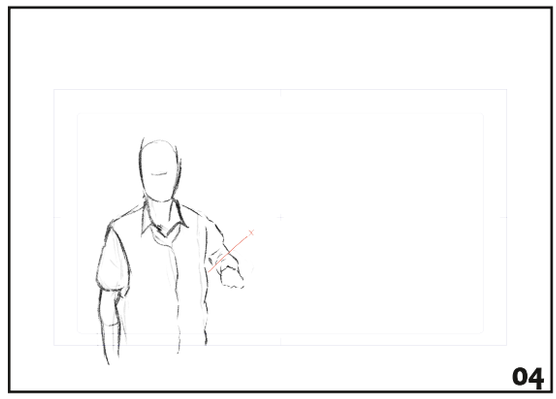
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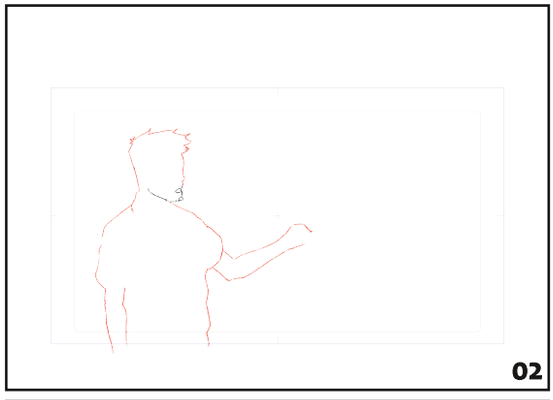
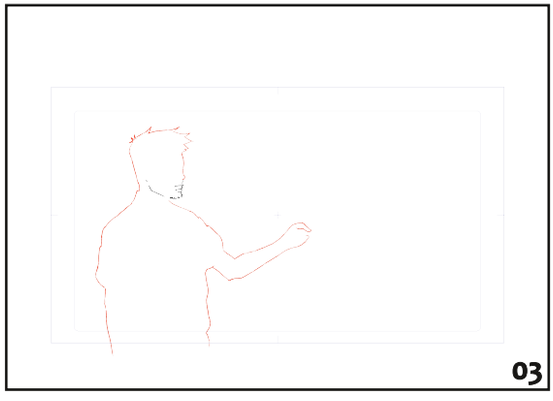

02

05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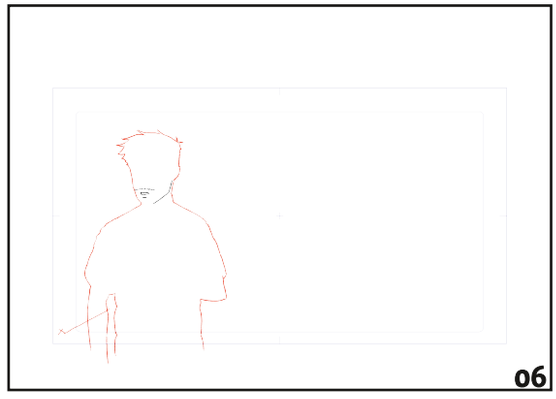
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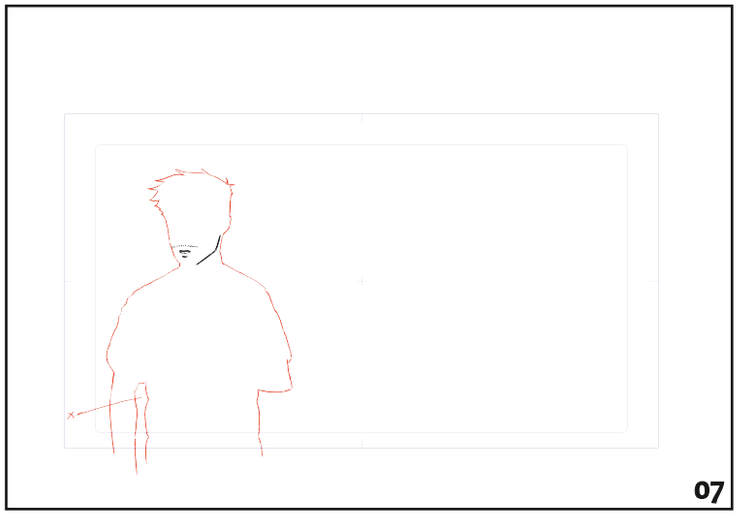
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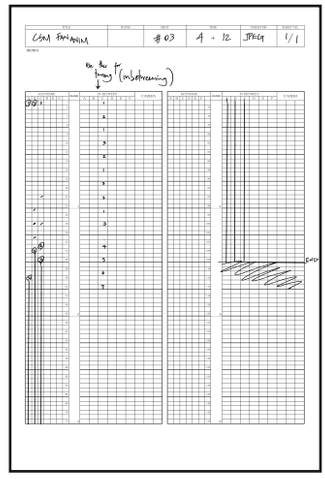
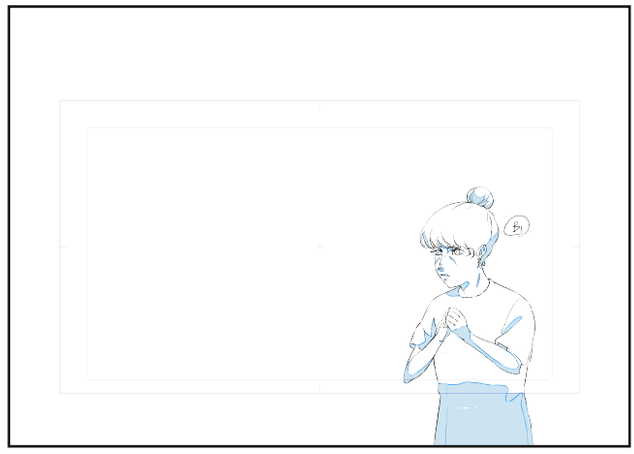
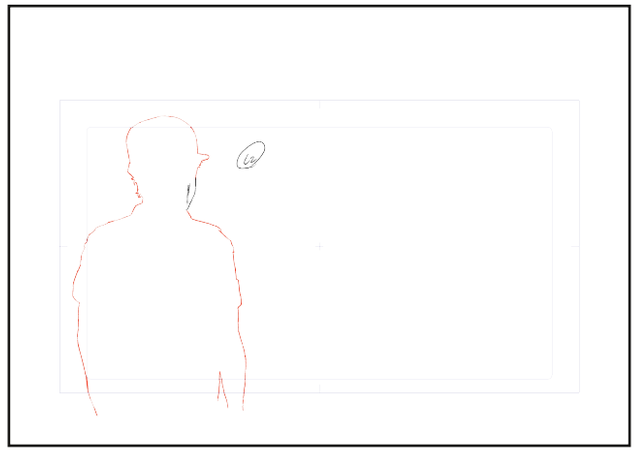
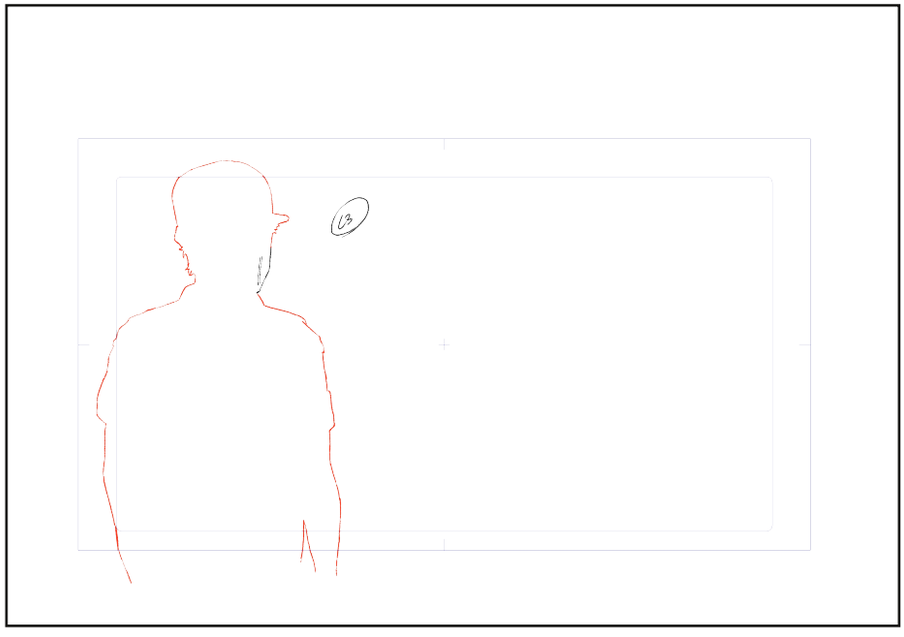
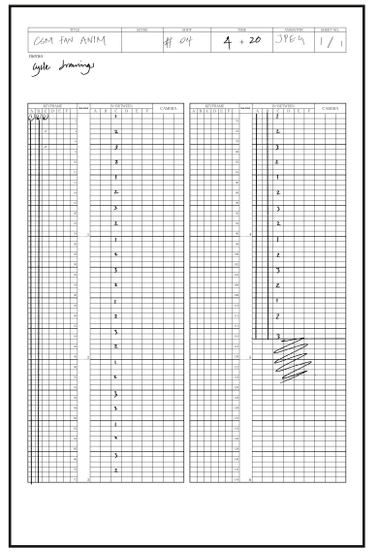


CUT#04









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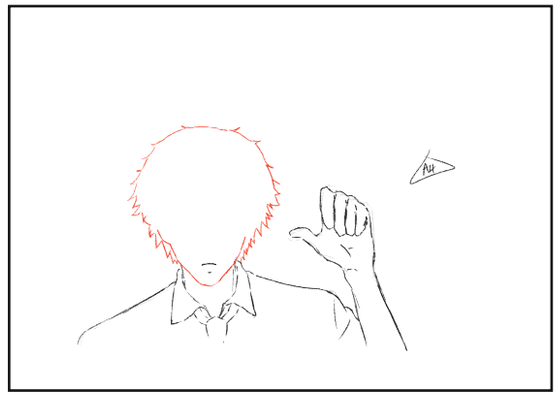

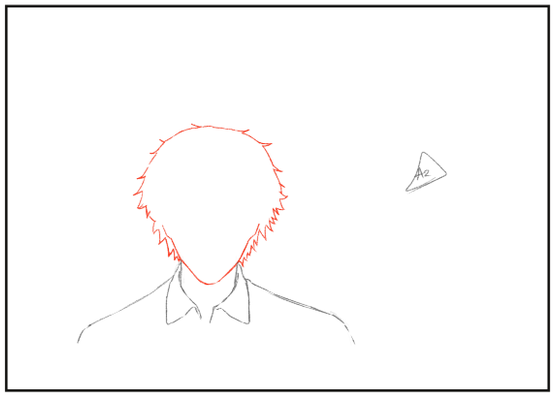

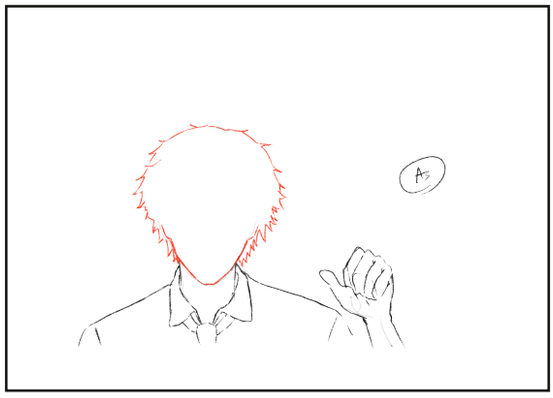

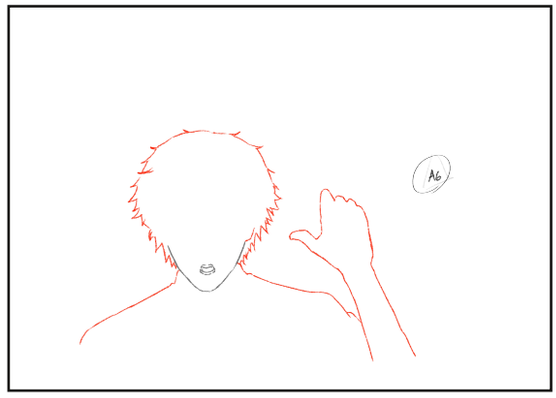

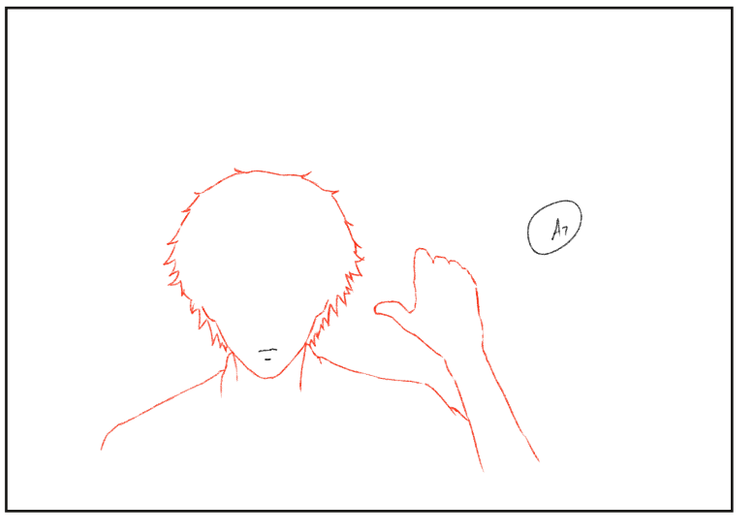

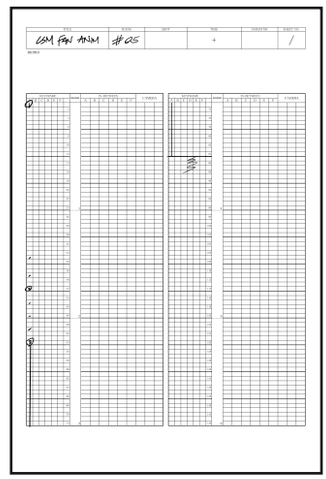

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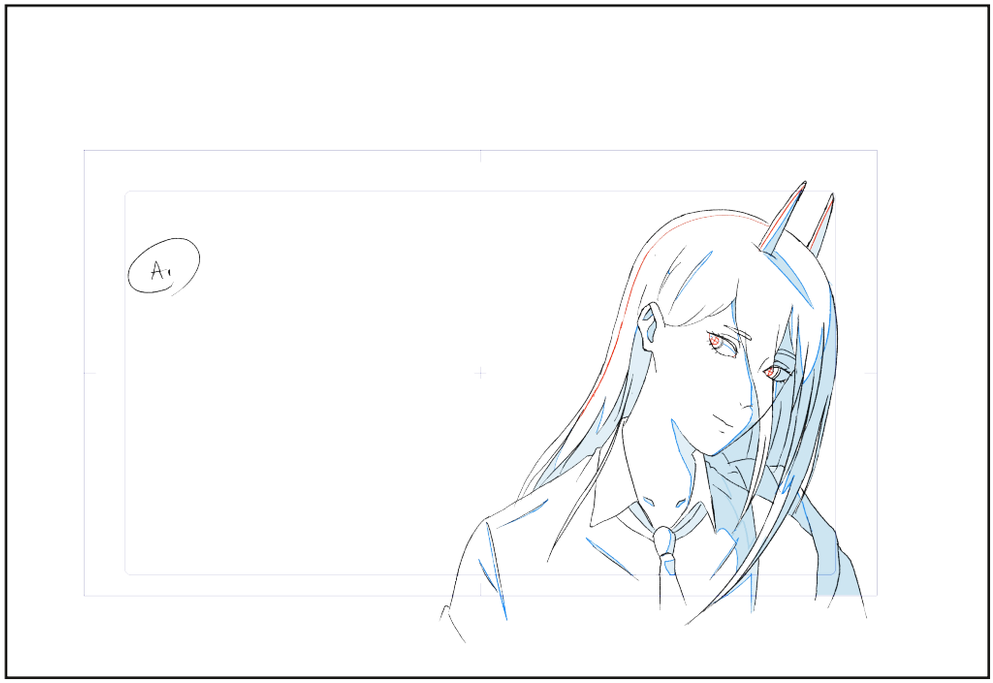

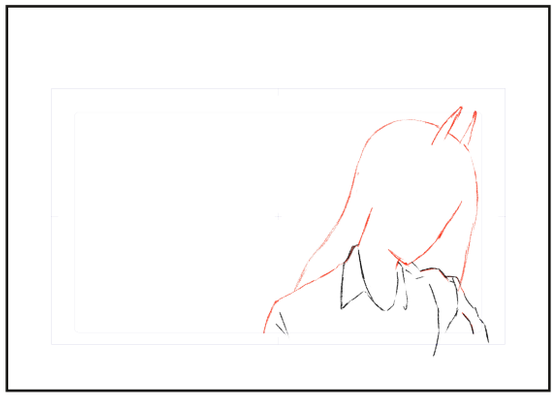

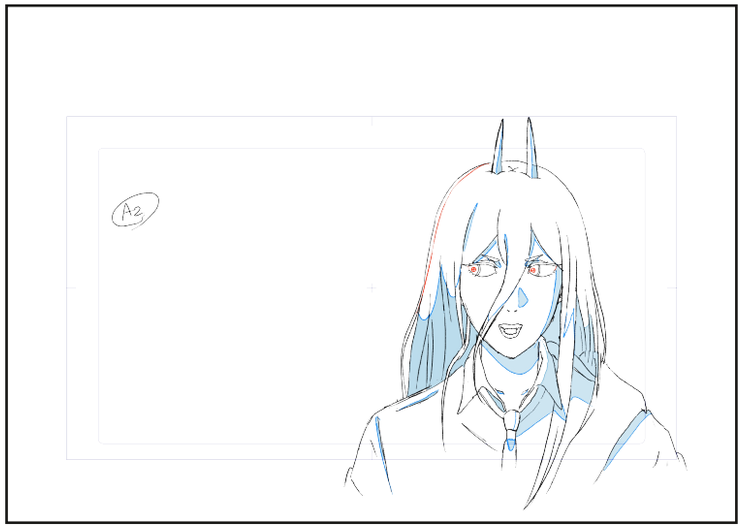

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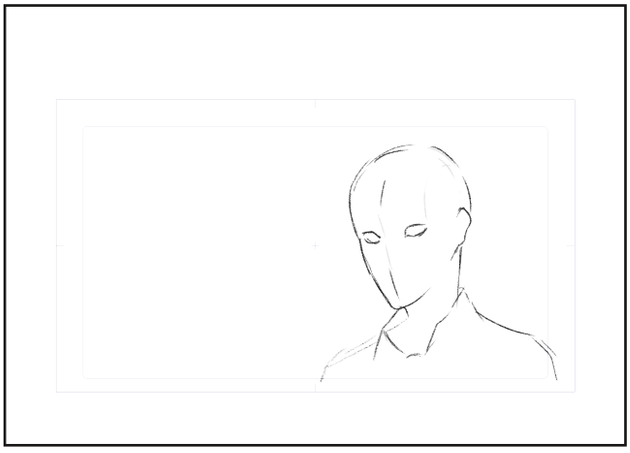
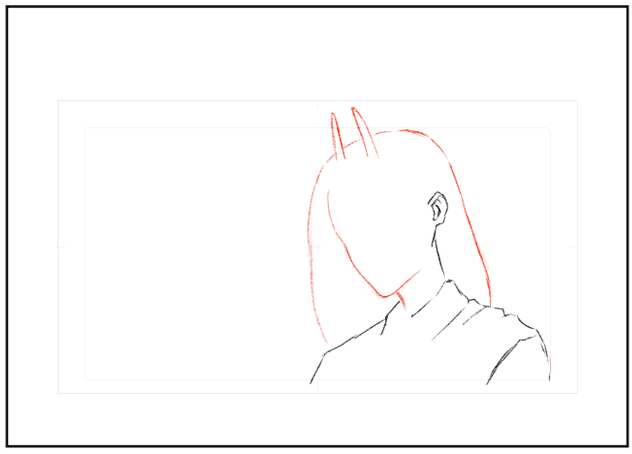
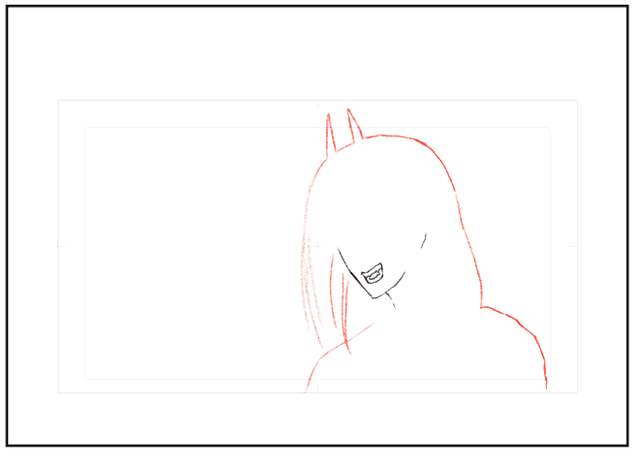
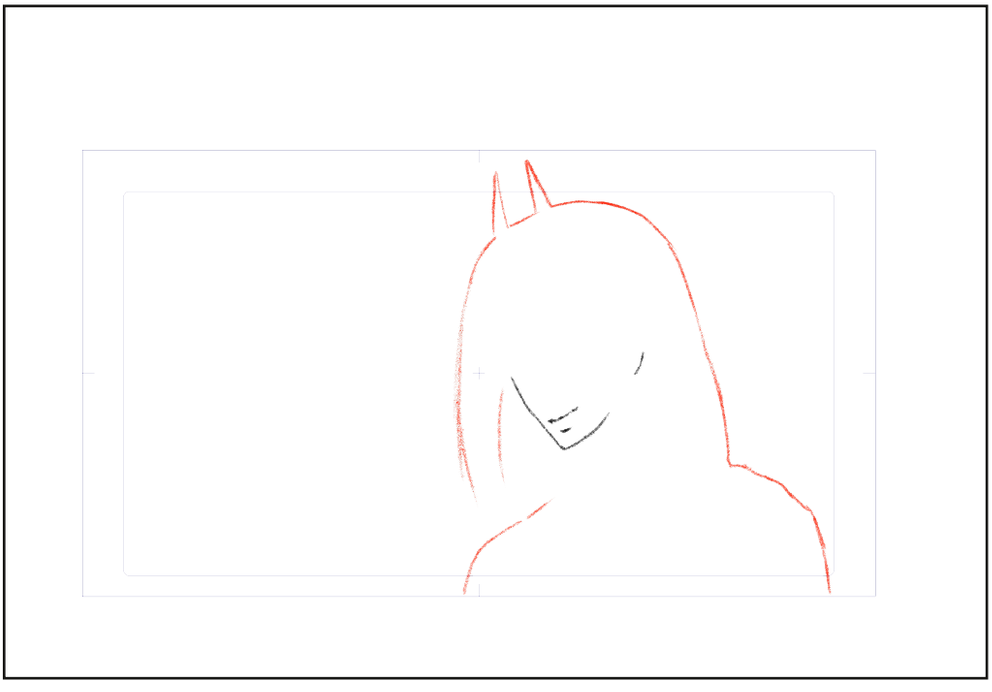
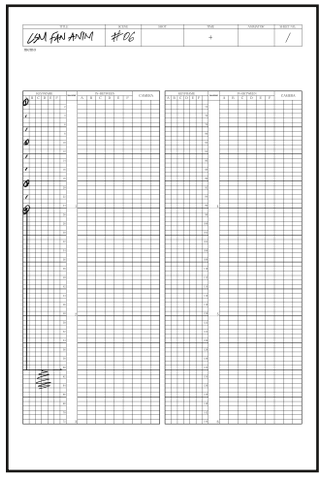


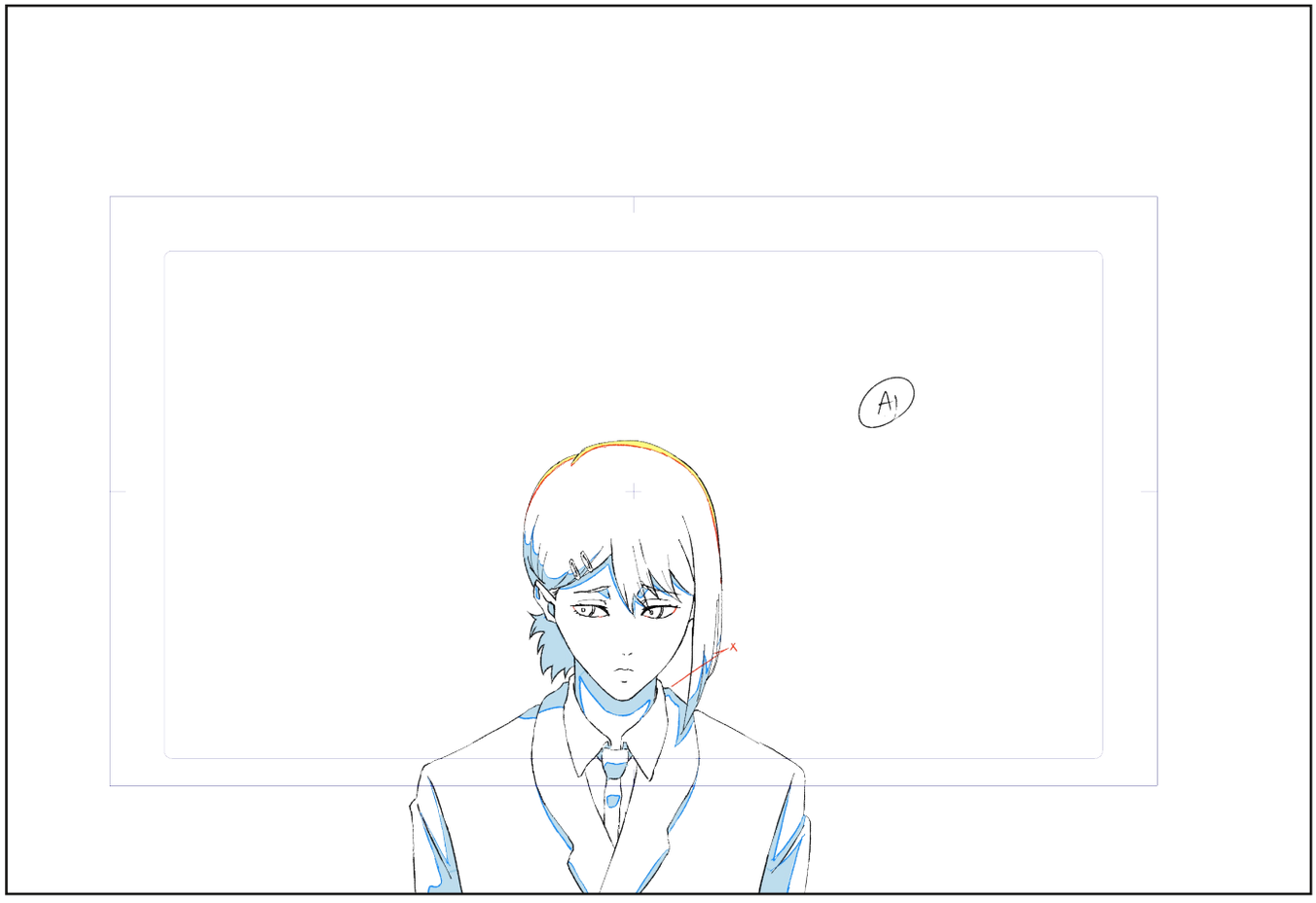


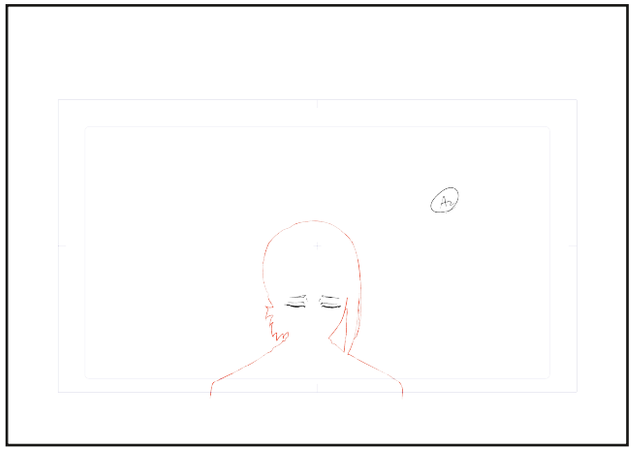


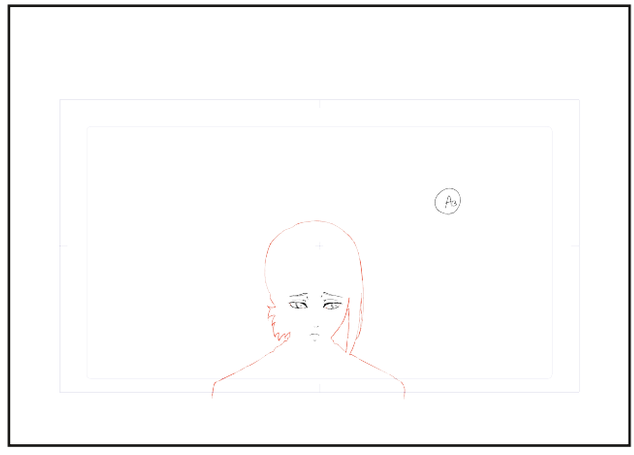




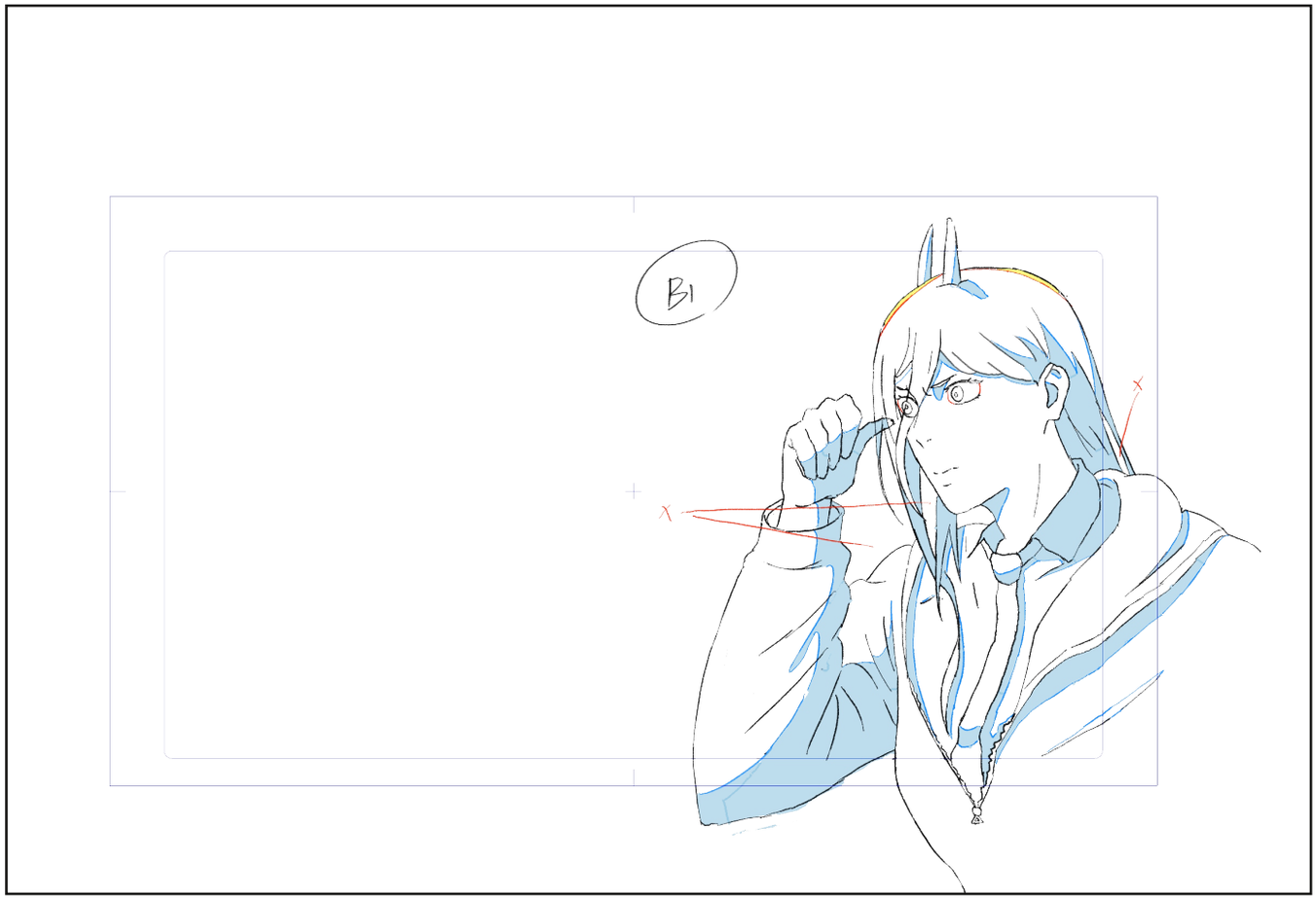
CUT#07 CEL A

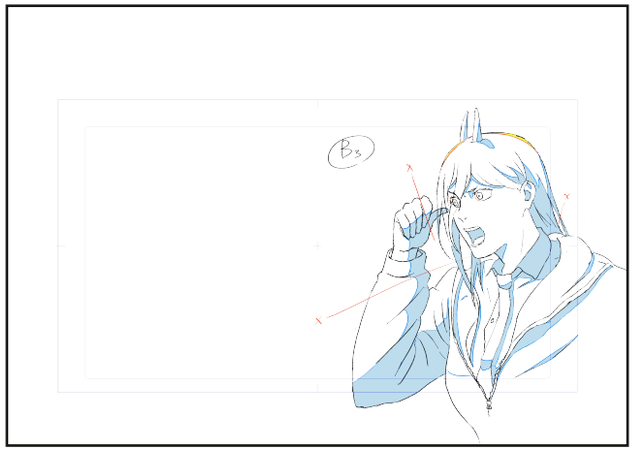






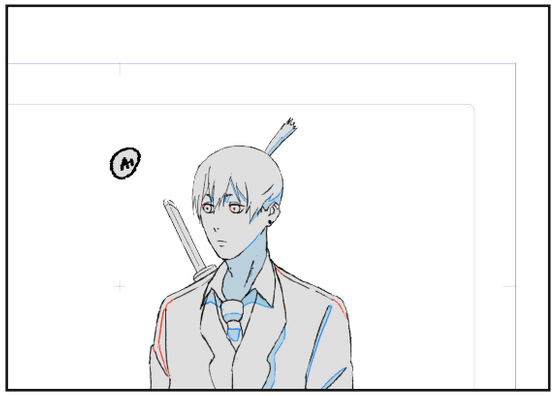
CUT#07 CEL B

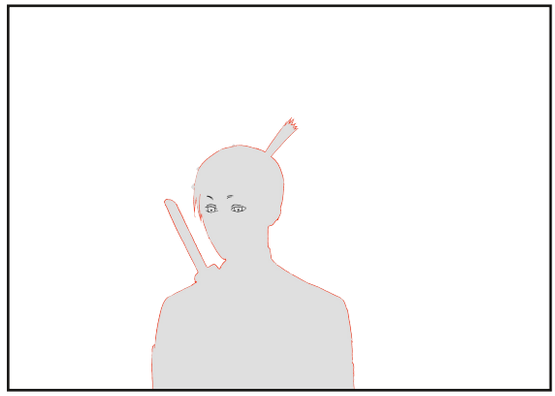


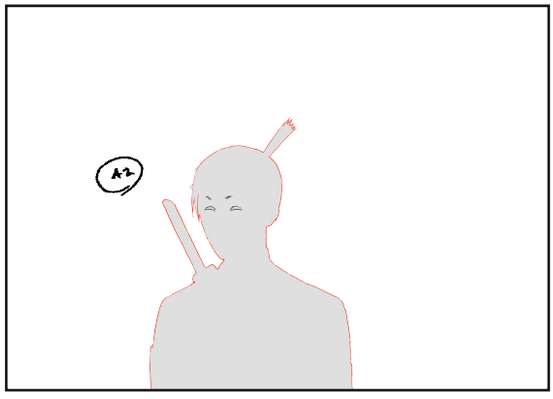


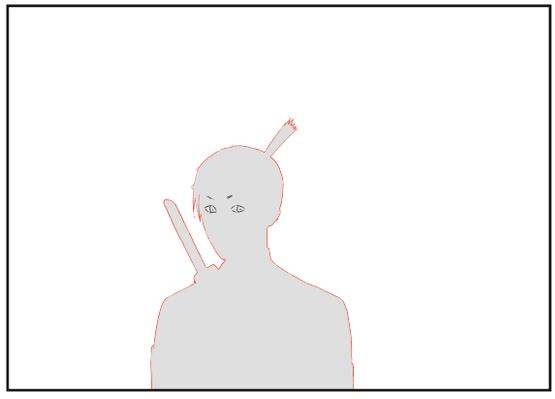
CUT#07 CEL C

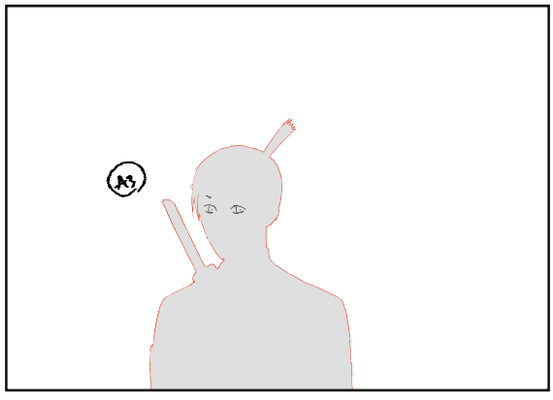
CUT#08 CEL A

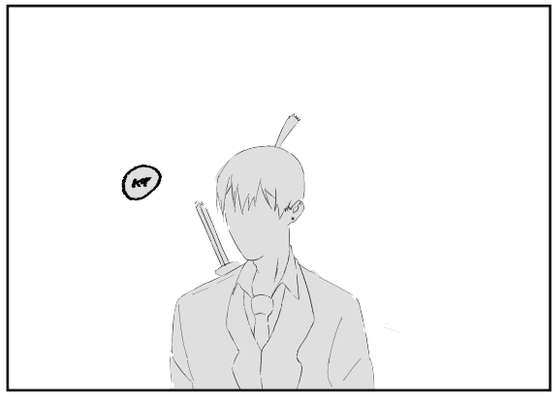


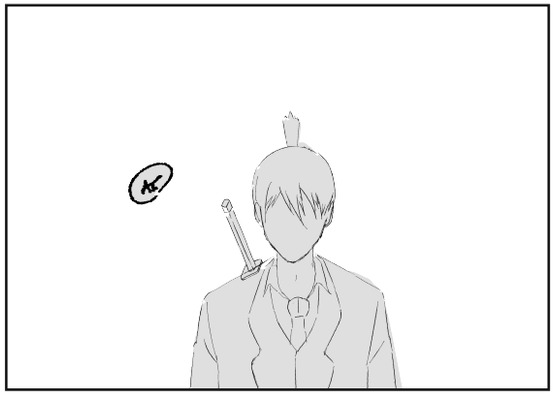




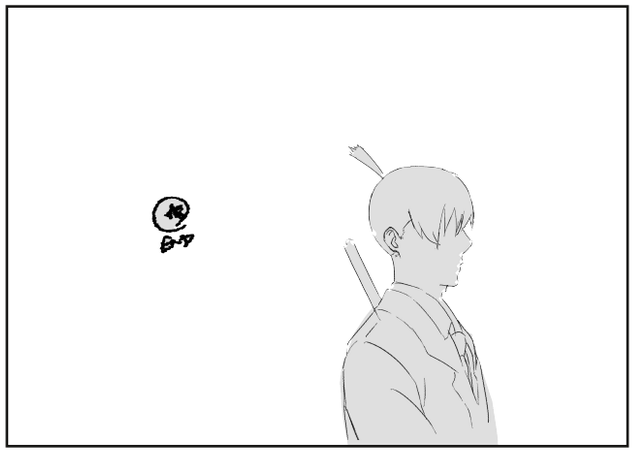


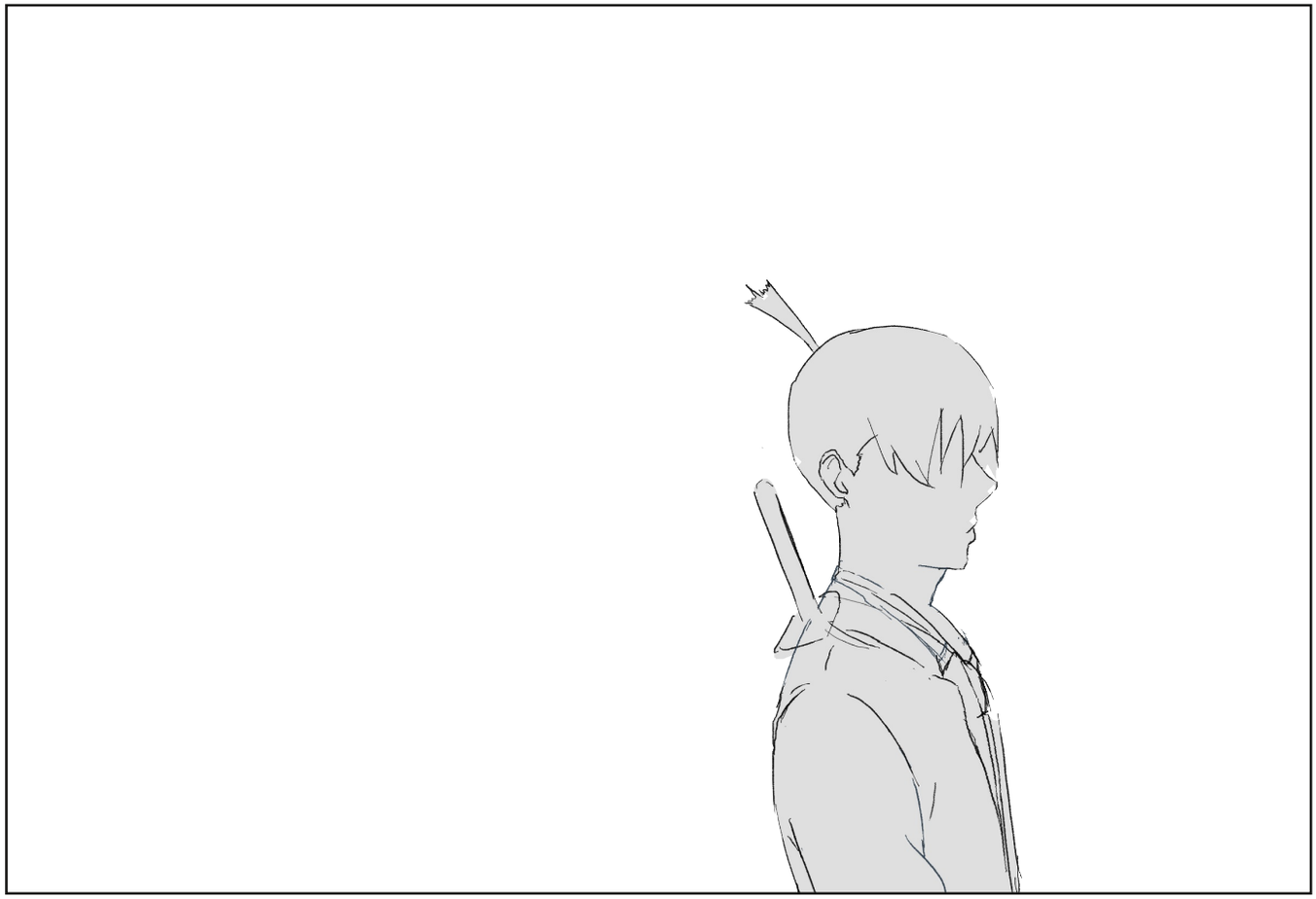






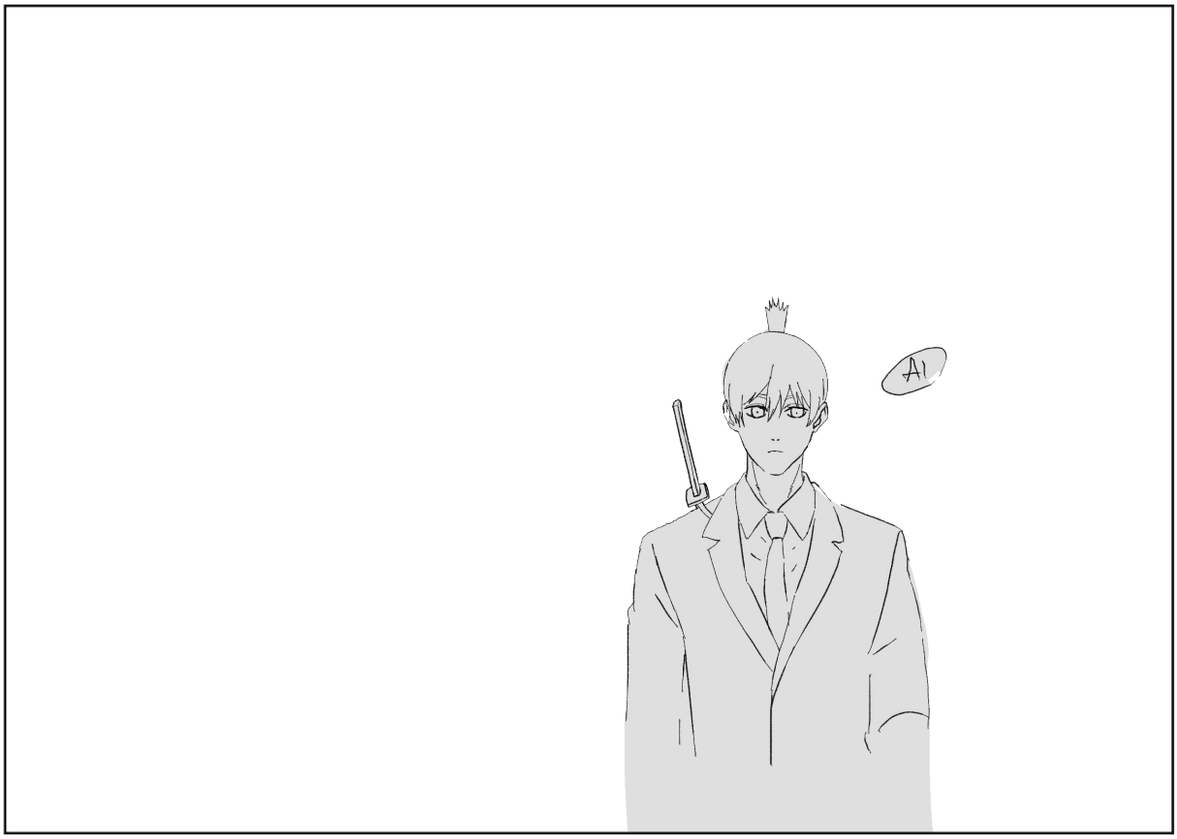
CUT#08 CEL A



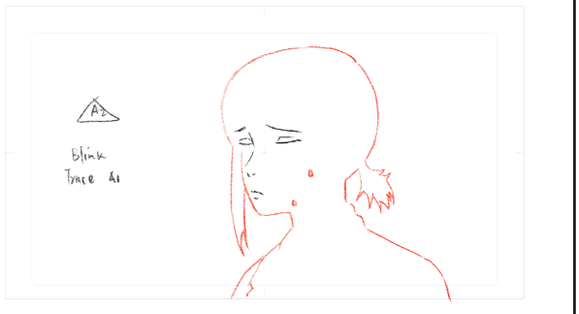


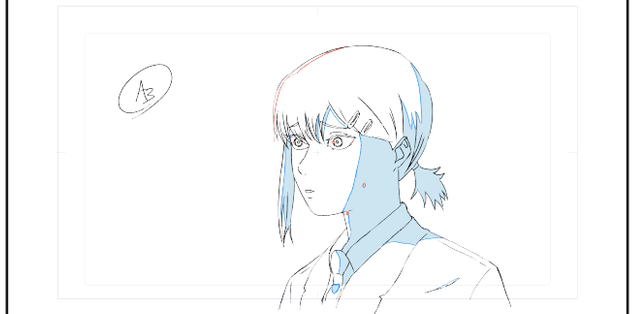
CUT#09 CEL B

CUT#10

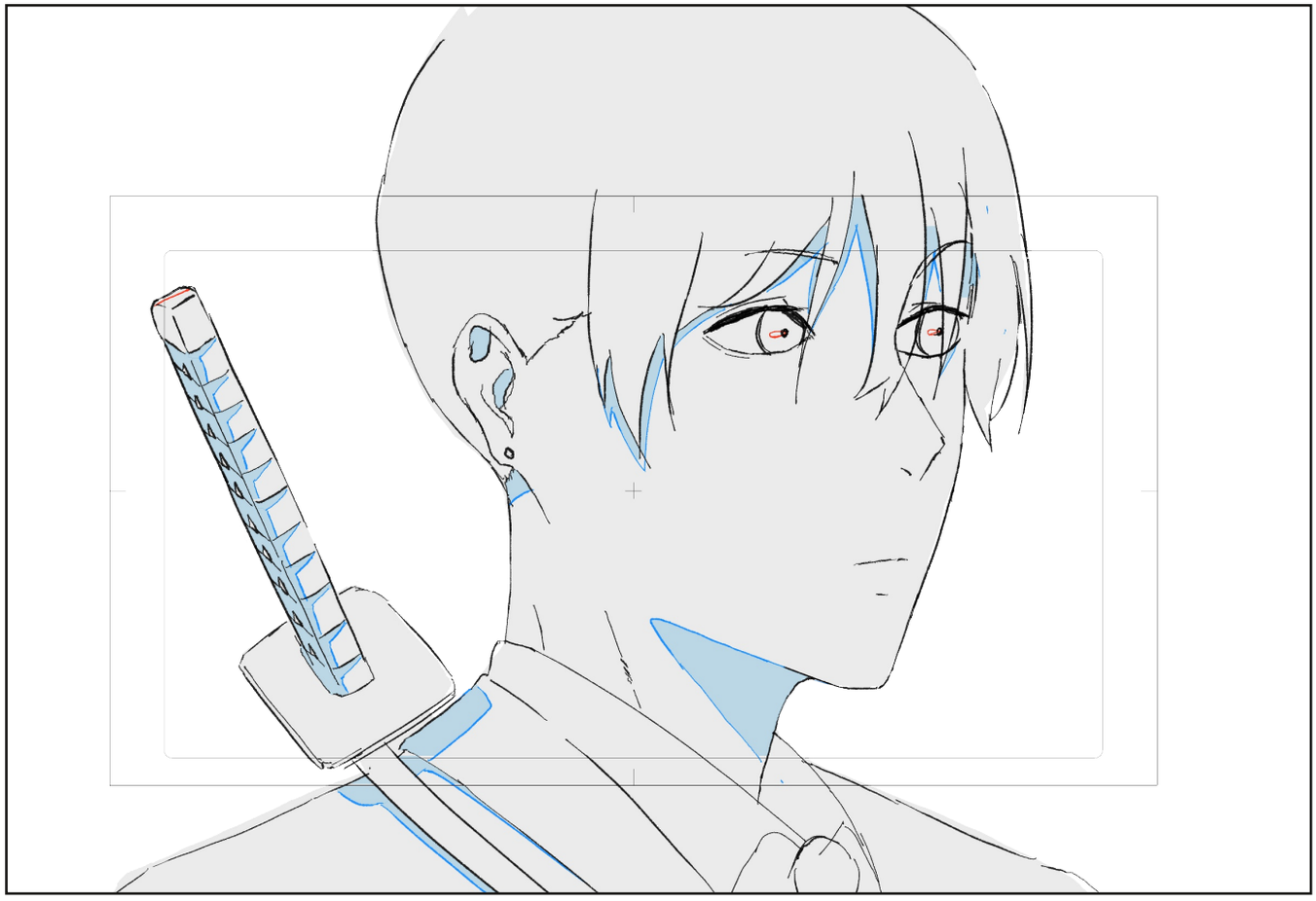


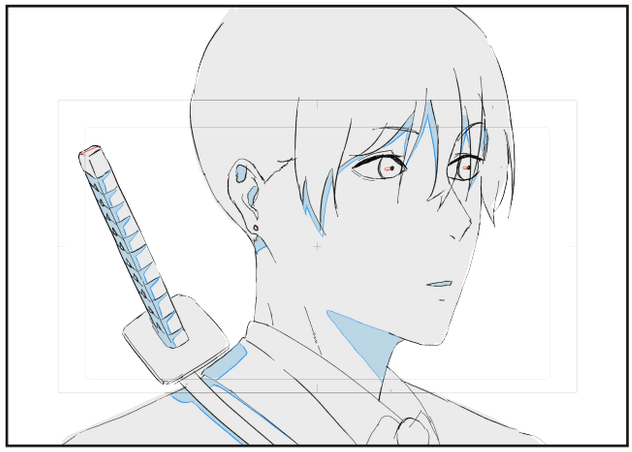
CUT#12

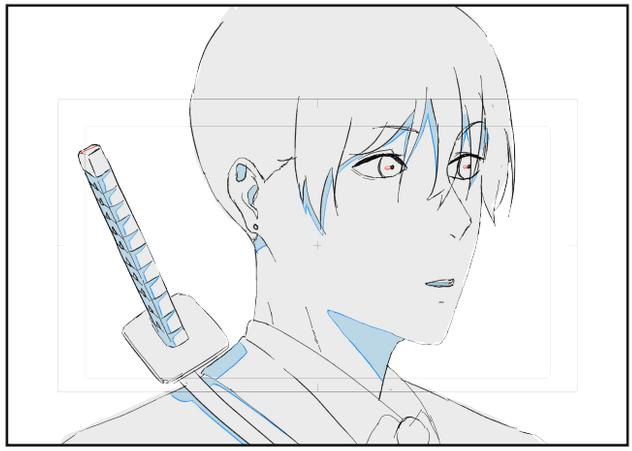




CUT#13



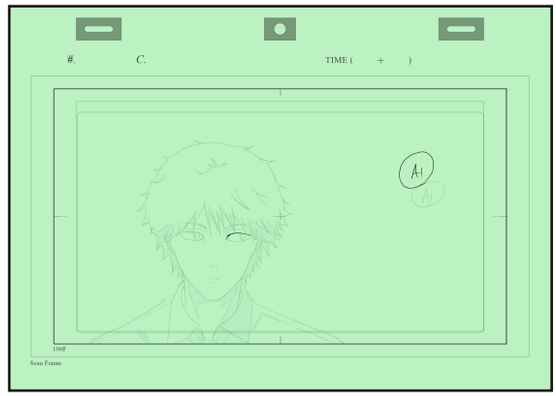


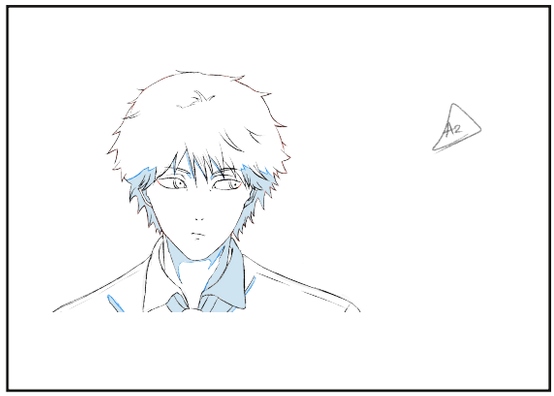


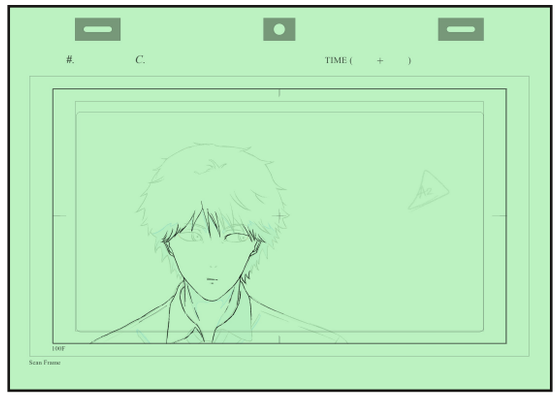
Those are pretty much of the key frames or Layout frames by me.Some good others not so much.
I think I did my best with the limited time I gave myself
In the corrections that will follow, I also tried to just implement major corrections that were not executed well during in betweeening. Th can be subjective to my taste and sensibilities but most were technical flaws

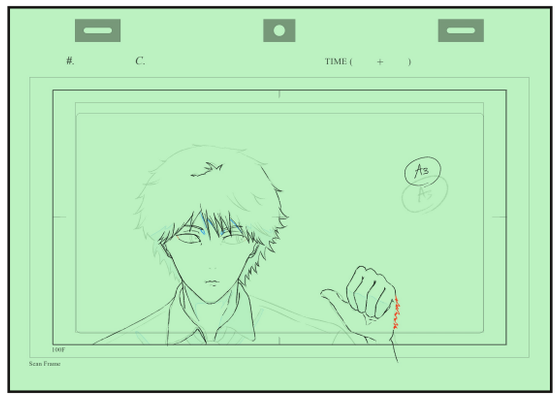
The chief animation director uses green tinited paper to make corrections. Their corrections are final and they are to be taken back to in-betweening (Douga) they must be traced accordingly without altering anything. Their drawings are final.

CUT#13 (IN- BETWEENED BY LOUIS)





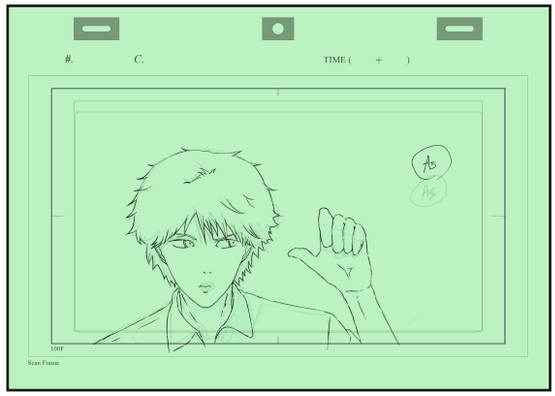




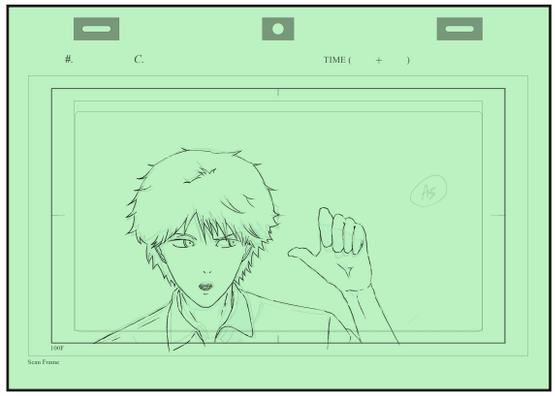
A14

#.
C.
TIME (+)
this was a really bad inbetween
A14
100F
Scan Frame

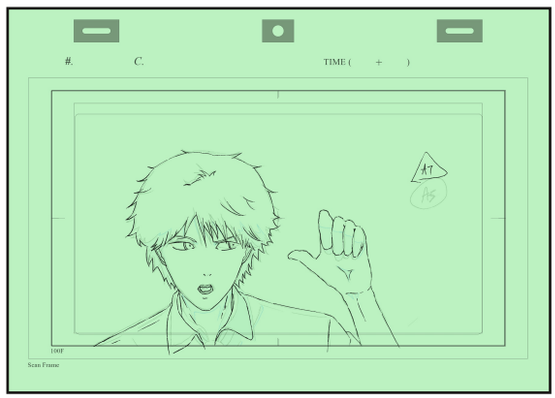
A15


#.
C.
TIME (+)
A15
A15
100F
Scan Frame

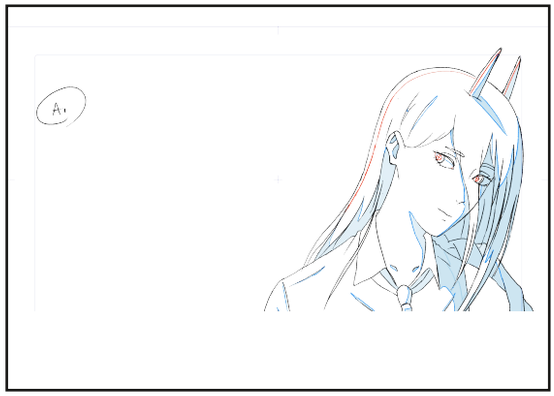
A15

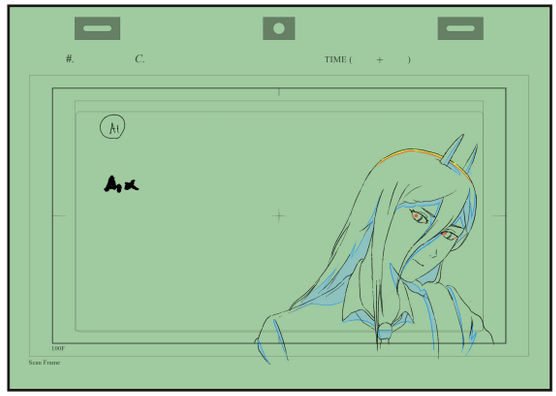

#.
C.
TIME (+)
A15
100F
Scan Frame

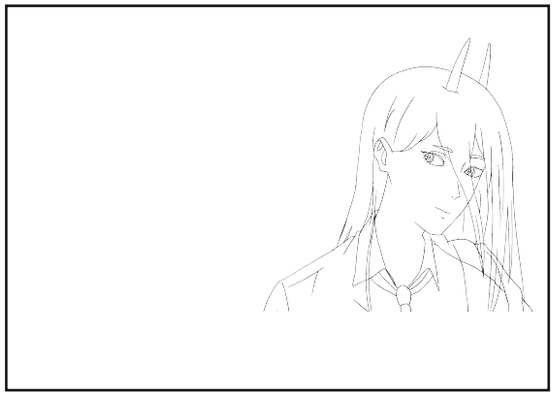
A15

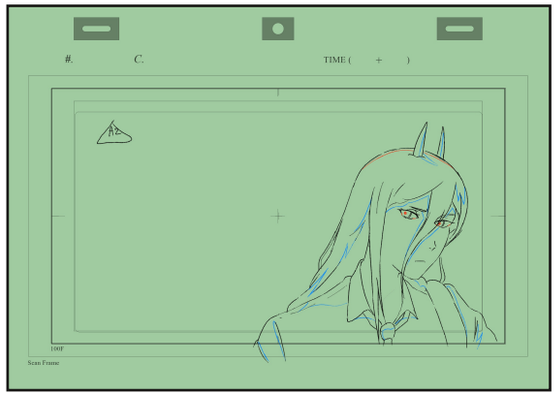

#.
C.
TIME (+)
A17
A15
100F
Scan Frame

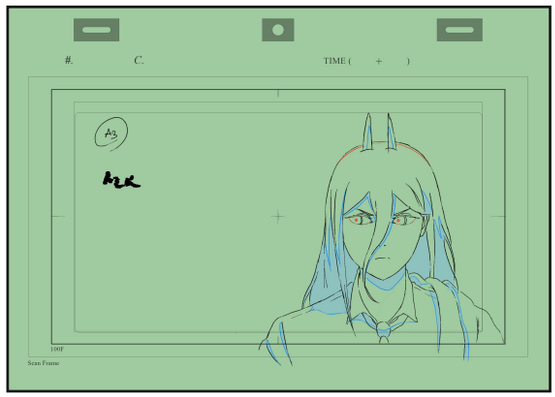
CUT#13 (IN-BETWEENED BY AJCOMICS)

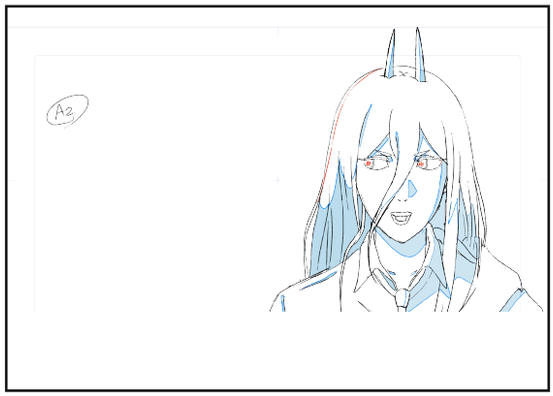


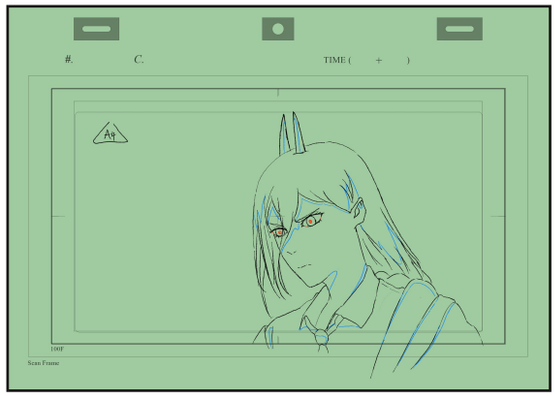


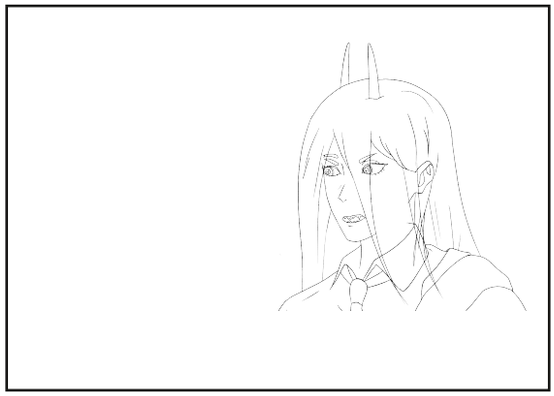


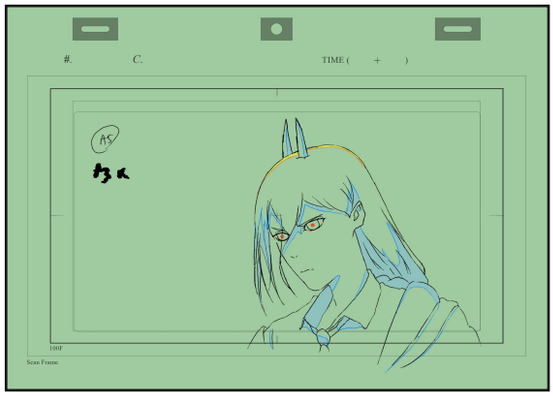


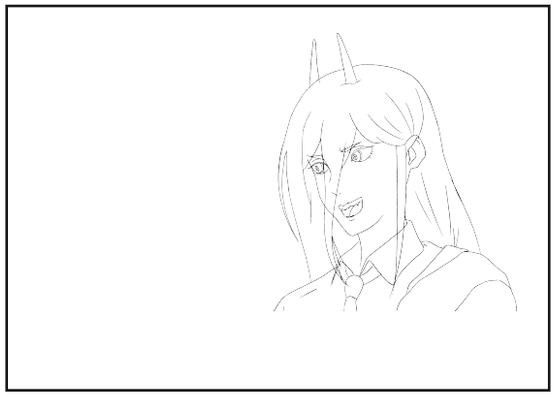


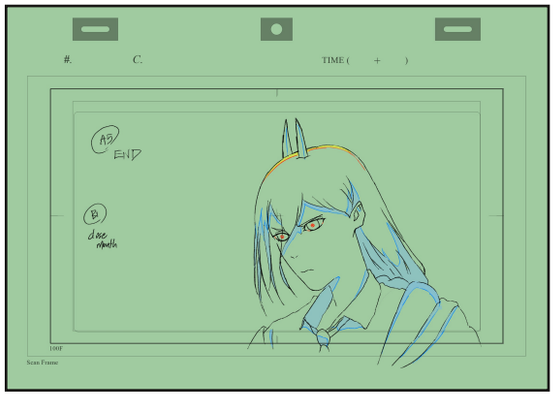


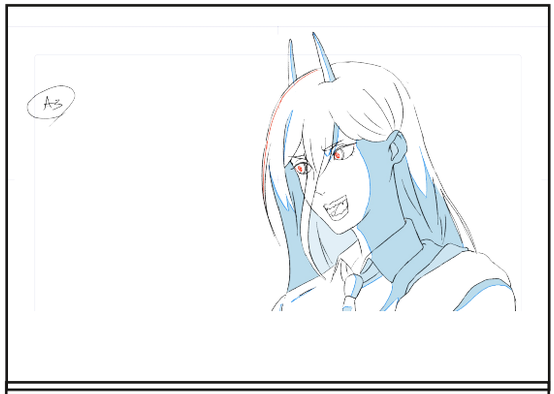


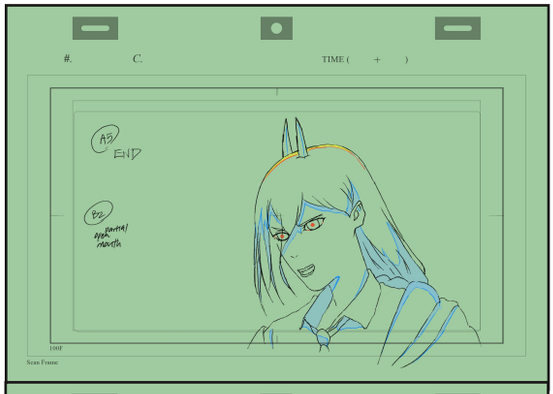


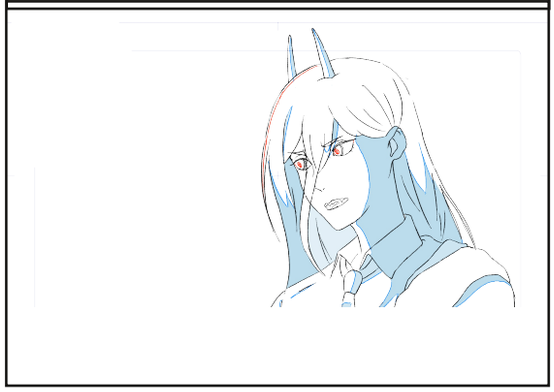

#.
C.
TIME (+)
A5
100F
Scan Frame

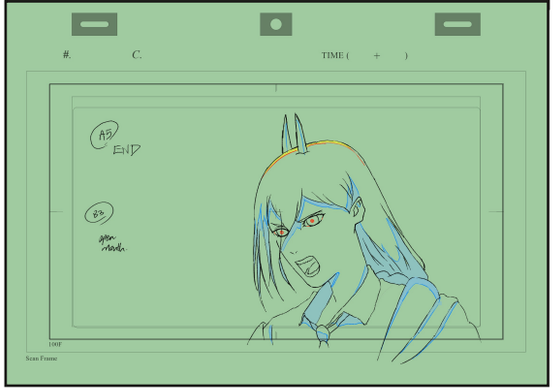



#.
C.
TIME (+)
A5
END
B
close mouth
100F
Scan Frame

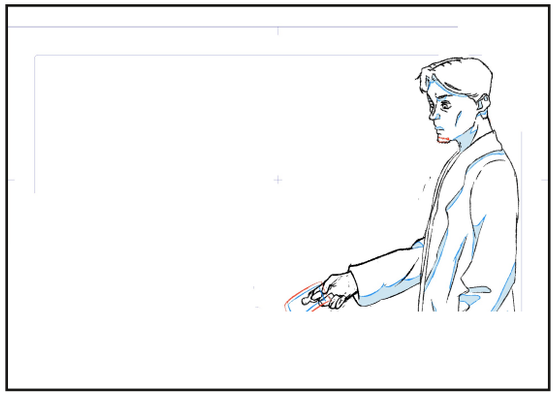

A5

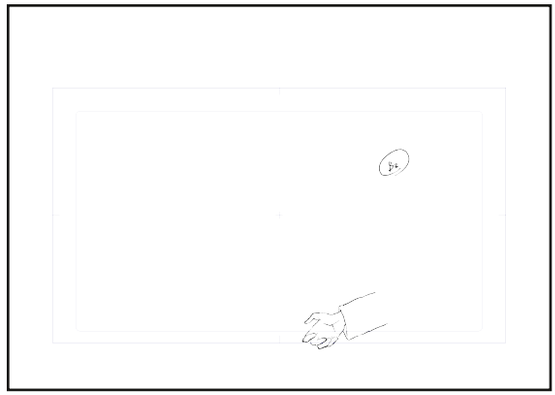

#.
C.
TIME (+)
A5
END
B2
normal open mouth
100F
Scan Frame

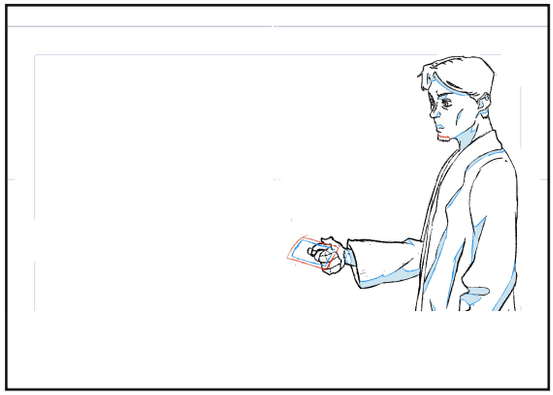


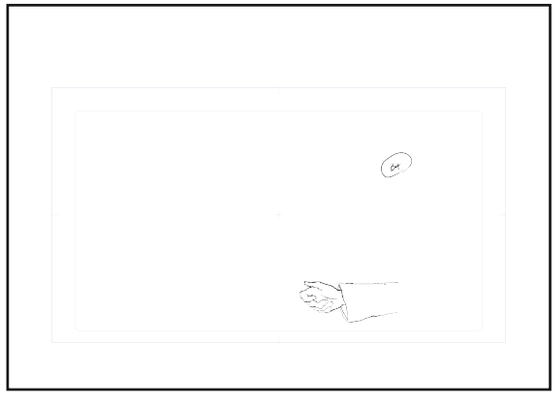

#.
C.
TIME (+)
A5
END
B3
open mouth
100F
Scan Frame

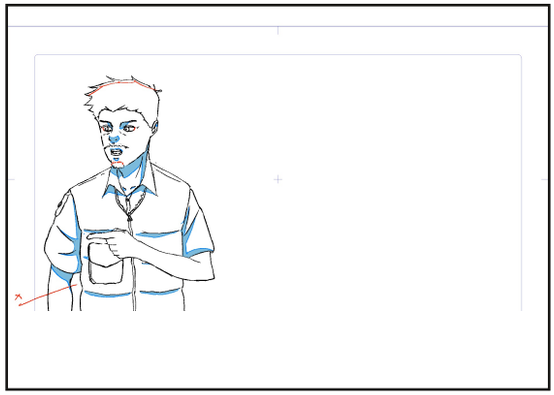
CUT#13 (IN- BETWEENED BY LOUIS)

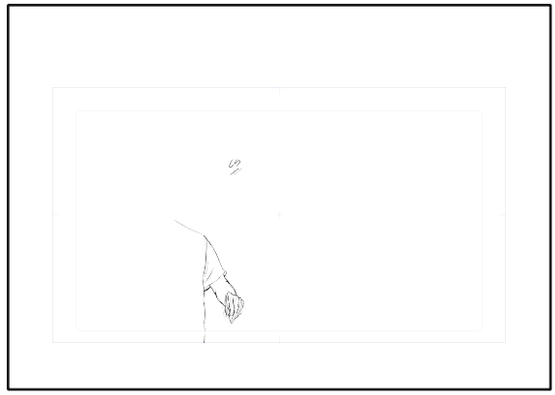












Though I a have a strong style I try as much as possible to slick to the existing art style Most of the corrections also focused on consitency of the lines to avoid instances of melting.

For sound, it was really tricky, I knew there was no way, i could get voice actors to record sound for my sh*t ahh script so thought " If I can just have something close to the real thing people wouldn't even notice"

If you listen closelyhalf of what they are saying doesn't match the subtitles below.It was just to pad out the time.
I went on Youtbe and clipped the sound from various videos I could fiind mixed them on Audition and viola!
It was pretty easy. I also did not cate that much about lip-synching!

For the music, I just got it from the Jujutsu Kaisen OST Compilation on Youtube and clipped it also in audtion

I personally like the look and feel of the first season though I was not to everyone's liking.Very cinematic and strong drawings: Ryu Nakayama (SN 1 director) is the goat.

The Reze Arc movie is yet to come out on blu-ray but it will be powerful enough to cause world peace.Tatsuya Yoshira has done it once again.

Was the project perfect, no, was it fun and gave a abetter insight on managing a team, although small. yeah. I can say my goal was 90% achieved. I will definitely incorporate this exeperience on how I tackle future projects.

THANK YOU FOR BEARING WITH MY BLABBERING!

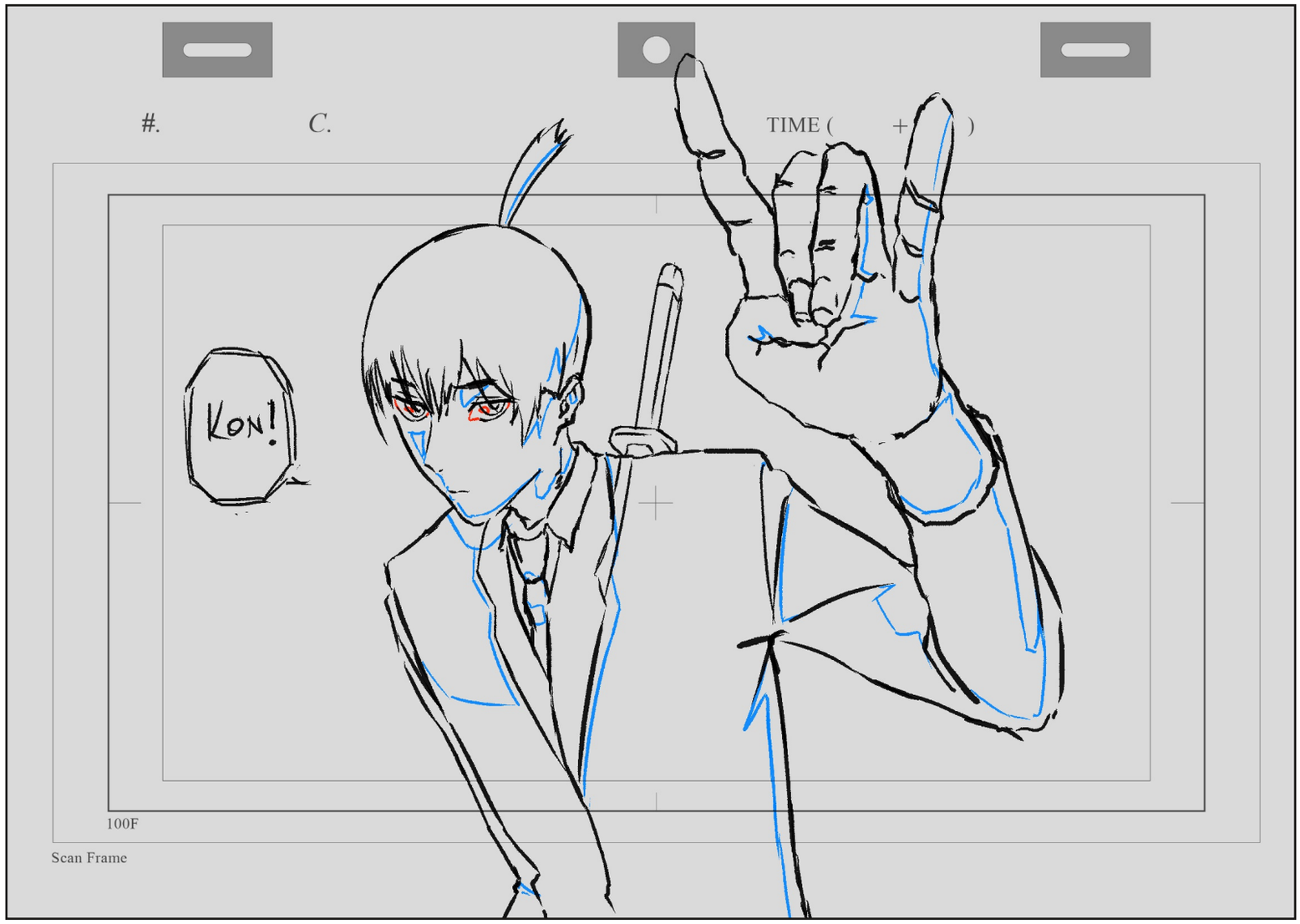


ILLUSTRATION BY @JPEG-JESSE

ILLUSTRATION BY @AJCOMICS

ILLUSTRATION BY @MOV.MACKENZIE

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Word from the Director

Thanks to everyone who participated and showed support to the Chainsaw Man fan-animation.You can check it out on Instagram @webgen+254

Apologies for eny errors made, I am only human!

Big thanks to anyone who took time to read this book, I had to fight some archaic software (Scribus) to make it!

A simple share to someone would be greatly appreciated!